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"

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> 09/18/92 STR 838 "The Original * Independent * Online Magazine!"
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ST REPORT INTERNATIONAL ONLINE MAGAZINE
The Original * Independent * Online Magazine
-* FEATURING WEEKLY *-

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Current Events, Original Articles, Tips, Rumors, and Information
Hardware - Software - Corporate - R & D - Imports

STReport's BBS, The Bounty, invites BBS systems, worldwide, to participate in the Fido/TurboNet/Atari F-Net Mail Network. You may also call our BBS direct at 904-786-4176, and enjoy the excitement of exchanging information relative to the Atari and other computers worldwide through the use of

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WHAT'S NEW IN THE ATARI FORUMS (September 18)

BILL REHBOCK CONFERENCE TRANSCRIPT

Many thanks to everyone who attended the Bill Rehbock conference! The transcript has been posted as file FALCO.TXT in LIBRARY 15 of the Atari Arts Forum (GO ATARIARTS)

Check out files MESSEA.LZH and MESSEB.LZH in LIBRARY 4 of the Atari Arts Forum (GO ATARIARTS) for 256 color .GIFs from the 1992 Atari Messe in Duesseldorf. MESSE1.GIF & MESSE2.GIF of the .LZH are shots overlooking the main hall at the show after closing. MESSE3.GIF is one of the developer stands inside the main Atari area at the show. MESSE4.GIF of the .LZH is the Volcano/Pyramid that was part of the multimedia demonstration (the lighting, motors, music, etc. was all Atari Computer controlled). MESSE5.GIF is the Atari Store, featuring Atari Sportswear, handbags, etc. MESSE6.GIF is a shot of the Falcon stand during set-up.

ADD PASSWORD PROTECTION TO YOUR FILES...

Download CYPHER.LZH from LIBRARY 4 of the Atari Productivity Forum (GO ATARIPRO) for Cypher V3.01 By Patrick Mallows - a utility to Encrypt / Decrypt any file or program. Prevents snooping of files unless password is entered. Written in GFA with a "Frontend (tm)" interface. A Utility not to be missed.

ANNOUNCEMENTS FROM ATARI

Please see message # 33937 in the Atari Arts Forum (GO ATARIARTS) for an announcement from Bill Rehbock concerning a FALCON030 offer and Fall Comdex registration information.

FALCON030 VIDEO MODE DESCRIPTIONS

John Townsend of Atari Corp. has put together a file that describes in detail the various video modes available on the FALCON030 computer. Be sure to download VIDMOD.TXT from LIBRARY 8 of the Atari Productivity Forum (GO ATARIPRO) to read this comprehensive explanation.

ATARI 8-BIT FORUM UPDATE

CURRENT NOTES is looking for 8-bit articles. Now's your chance! See message #20444 in the Atari 8-Bit Forum (GO ATARI8) for details.

ST-REPORT is now available in ARC format, for those who've wanted to read it, but are unable to access LZH files. BRO STR*.ARC in LIBRARY 7 of the Atari 8-Bit Forum (GO ATARI8).

THE ATARI PORTFOLIO FORUM ON COMPUSERVE
HAS BEEN DESIGNATED AN
OFFICIAL SUPPORT SITE BY ATARI CORPORATION

"GO APORTFOLIO TO ACCESS THE ATARI PORTFOLIO FORUM"

> From the Editor's Desk "Saying it like it is!"
 "*****"

Glendale has come and gone with everyone immensely pleased with the results even though the attendance was down somewhat from last year. WAACE'92 is right around the corner. Long heralded as the "Premier East Coast Show, WAACE'92 is the place to be in October for Atarians.

The Falcon is creating quite a stir all 'round the world in Atari circles and thankfully, in other platforms as well. Hopefully, there will be sufficient quantities shipping this year to make Christmas a "bright" holiday season for all Atari dealers.

Ralph @ STReport International Online Magazine

THE STORM IS BREWING!

STReport's Staff DEDICATED TO SERVING YOU!
 "*****"

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Please, submit letters to the editor, articles, reviews, etc...
via E-Mail to:

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GEnie..... ST-REPORT

"There is no comparison! The Atari Falcon
is far superior to the PC platform."

Sam Tramiel, 08/92

> CPU STATUS REPORT

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LATE BREAKING INDUSTRY-WIDE NEWS

Issue #38

Compiled by: Lloyd E. Pulley, Sr.

-- APPLE TO BEGIN MAIL ORDER SALES

Apple Computer Inc.'s Apple USA division will start direct mail order sales beginning in mid-October.

Apple said it will send its Apple Catalog to about 1.1 million Apple users. The catalog will feature Apple computers, accessories, supplies and peripherals as well as third-party products.

The company said its goal for product delivery was next-day turnaround for orders taken by midnight (Eastern time). Overnight freight would be included at no charge for products weighing less than 20 pounds.

In related news, Apple Computer has introduced a new family of Macintosh computers targeting the consumer and home marketplaces. The company has also expanded its distribution strategy by having the new Macintosh Performa series sold through department stores, consumer electronics outlets, and office suppliers.

-- APPLE PREDICTS 11% REVENUE INCREASE FOR '92

This week Bob Puette, president of Apple USA, predicted an 11% revenue increase for Apple for the fiscal year 1992, ending at the end of September. The company expects to improve its market share of the microcomputer business.

-- PC SHIPMENTS UP 9% IN 1992

According to the US Microcomputer Statistics Committee, US shipments of PCs were almost 9% higher in the first quarter of this year than during the same period in 1991. During the first quarter of 1992, shipments were up 8.9% from last year.

-- APPLE, MOTOROLA, IBM SAID CLOSE ON NEW CHIP

According to reliable sources, Apple, IBM, and Motorola will unveil the result of their first joint project, a working chip sample for a new line of Macintoshes and IBM workstations, months ahead of schedule.

The RISC "PowerPC" chip, to be made by Motorola, is termed the model 601. The companies, working in Austin, "found they could speed up the development of the chip by combining work already under way at IBM with Motorola chip technology," according to executives who did not want to be named.

Sources also say that IBM, Apple and Motorola will announce the Power-Open Association to promote the use of their chips by other computer makers.

-- COMPAQ ANNOUNCES NEW COLOR NOTEBOOK

Compaq this week announced a color notebook personal computer for under

\$2,800. Standard features include an external Compaq Trackball, one 3.5-inch floppy drive, four megabytes of RAM, Windows 3.1 and MS-DOS 5.0 already installed. The system can be configured with an 84MB hard drive for \$2,799, or a 120MB hard disk for \$3,099.

The Contura 3/25c color notebook has a nine-inch passive-matrix color VGA display, and is powered by an Intel 25mhz 386SL chip. The company claims that the 3/25c offers up to 40% greater performance running Windows than a Dell 325NC, and will outperform an AST Premium Exec 386SX/25c by 68%.

The Contura 3/25c is powered by a nickel metal hydride (NiMH) battery that Compaq says will run the system for three hours, and will recharge in one hour.

-- TANDY TESTS NEW MERCHANDISING PLAN

According to Tandy Chief Financial Officer William Bousquette, Tandy is set to test a new method of computer merchandising at its Radio Shack stores. Rather than selling monitors and printers and the like as separate items, the plan is to bundle them together with software at one price.

Bousquette added the plan, which will be started next month in 20 major markets, also calls for shipping customer orders 72 hours after they are placed.

-- HACKER HITS CINCINNATI PHONES

A computer hacker apparently in the New York area broke the code into one of the Cincinnati, Ohio, phone trunk lines, building up a \$65,000 phone bill. Cincinnati city officials say the unknown invader racked up the charges last winter and spring by placing calls around the world.

David Chapman, the city's assistant superintendent for telecommunications, said that investigators think the tap originated in the New York-New Jersey area, but they have no suspects and the investigation is considered closed.

Chapman added, "Apparently these people were pretty darn slick, but talking to the Secret Service, we were small potatoes. I understand there have been some major companies hit."

-- COMPUTER EXEC'S ENDORSE CLINTON FOR PRESIDENT

Thirty executives at a number of high-tech Silicon Valley firms -- including Apple Computer, Hewlett Packard, National Semiconductor, Oracle Systems and Link Technologies -- have endorsed Democrat Bill Clinton in his bid for the White House.

"Many of us here are actually not Democrats but Republicans," said Apple CEO John Sculley. Sculley added the group believes Clinton can put the country "back in the forefront of leading the world again."

Oracle Systems CEO Lawrence Ellison said that the Democrat's economic

plan is "why I am departing this year from my life-long support of the Republican Party to endorse the Clinton-Gore ticket."

Besides Sculley and Ellison, those endorsing Clinton include HP President/CEO John Young, as well as Gil Amelio, CEO of National Semiconductor; Dave Barram, vice president of Apple Computers; Gerry Beemiller, CEO of Infant Advantage; Chuck Boesenberg, CEO of Central Point Software; Dick Brass, president of Oracle Data Publishing; Chuck Comiso, president of Link Technologies.

Also: Gloria Rose Ott, president of GO Strategies; Ed McCracken, CEO of Silicon Graphics; Regis McKenna, chairman of Regis McKenna; Bill Miller, former CEO of SRI international, Sandy Robertson, general partner of Roberston, Colman and Stephans.

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> ONLINE WEEKLY STReport OnLine          The wires are a hummin'!
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PEOPLE... ARE TALKING
=====

On CompuServe

compiled by Joe Mirando

From The Atari Productivity Forum
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Well friends and neighbors, last weekend was the Glendale show and it was, by all accounts, a success. John Damiano posts:

"Well, I have returned from the Glendale show. It was fun! They announced SAT attendance of over 2000. We got to see the Falcon and a lot of other neat things. Very well organized event. Lots of stuff to buy. Some new things available. I am sure there will be multiple reports soon. If anyway wants to know anything in particular...ask. Neat license plate observed....YMINLA"

Albert Dayes of Atari Explorer Magazine, when talking about what he saw at the show, says pretty much what most of us are saying:

"I want a FALCON!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!! The Lexicor booth was always crowded and the T2 demo was very impressive. I am always amazed at what programmers can do with software to make the hardware jump through the hoops."

While we're on the subject of shows, Richard Gunter posts banquet information for the WAACE show in Washington DC as follows:

The 1992 W.A.A.C.E. AtariFest Banquet

Arrangements for the traditional AtariFest Banquet have been finalized. The banquet will be held at the Sheraton Reston Hotel in Reston, Virginia (same location as the Fest), on Saturday, October 10 at 8:00PM. Tickets for the dinner are priced at \$25.00 per person. The menu for this year includes your choice of:

Chicken Europa - boneless breast of chicken topped with a hearty sauce with onion, mushroom, tomato and brandy.

or

Sliced Top Sirloin Merlot - thinly sliced and topped with a hearty merlot wine sauce.

All dinners include rolls, beverage, appetizer, salad, vegetables, and dessert.

Immediately preceding the banquet at 6:30pm will be a poolside reception with complementary hors d'oeuvres and a cash bar. The reception is open to all banquet participants, vendors, developers, and W.A.A.C.E. workers.

As in the past, the Current Notes Author of the Year award will be presented at the banquet, and we will have a guest speaker who is well known in the world of Atari.

If you haven't attended the banquet in previous years, you've missed out on a golden opportunity to meet and talk with some of the best known Atari developers, vendors, other users, and some real nice folks in general. If you plan on coming to the Fest, make it a point to join us at the banquet and become more of a part of the Atari Community!

To order your tickets send \$25.00 (check or money order) payable to W.A.A.C.E. Inc. to:

Robert M. Janice
13425 Brookfield Drive
Chantilly, Virginia 22021
Attn: AtariFest Banquet

****Please indicate your choice of entree!****

Your ticket(s) will be mailed back to you without delay. If your order is received after October 1, your ticket(s) will be available for pick up at the Fest on Saturday morning October 10.

The number of available tickets is limited - if you plan on attending the banquet order your tickets today!!"

While I've never made it to California for the Glendale show, I've been lucky enough to have made it to the WAACE show in Washington for the past three years and all I can say to those of you who have never gone to this type of show is: "GO! YOU WILL NEVER FORGET YOUR FIRST BIG SHOW".

Okay, enough of that (from inside the editor's mind), on with the column.

Daniel Biron Posts:

"Help! Is the STF Spectrum September version bugged? Anybody in UK can tell me if a debugged version is on the next STF? Thanks."

Dazzz Smith replies:

"Not as far as I know Daniel! Or are you talking about a virus?"

Editor's Note;

I have also run into a problem with the version of SPECTRUM 512 provided on the latest issue of ST FORMAT. The work screen appears with diagonal stripes across the work area and pictures do not display or save properly. Because I have a 1040 STe and TOS 2.06 (neither of which were even conceived of when SPECTRUM 512 was written), I have been trying to find someone with an earlier model and TOS version to test the program for me. I will include the results in next week's column.

John Zangrando tells us:

"I am a beginning user still setting up my MegaSTE. I am trying to decide between Multidesk Deluxe and DC Stuffer(registered of course). I need to keep clock, Cal, Address Book, Edhak, and of course control panel resident, but I have about ten other DA. I run Stalker as a program so I can use the B+, but I would like to have another copy as nonresident ACC. I checked out the demos for both, but don't know which to go with. Any experienced commentary would be helpful. I am getting tired of changing ACC to ACX and vice versa.

P.S. I run NOTATOR and it doesn't like some things."

Albert Dayes of Atari Explorer Magazine replies:

"I don't know about DC Stuffer I thought it was a shareware product and I haven't heard any comments about it in a long, long time. Multi-Desk Deluxe is a popular product and it is quite actively supported. Notator problems ... you should ask in the Codeheads area about MultiDesk Deluxe for specifics on the program and if it works with Notator. In the past people have made comments about that too so I assume it has been resolved. You can contact the Codeheads in the Atari Vendors forum. (GO ATARIVEN) and then leave a message for them in the codehead message section. Double Click has a message section

in the Atari Vendors forum too so you might ask about too."

Meanwhile, in a conversation about programs and accessories that change the ST's system font, Robert Aries tells Matt Koundakjian:

"I found the ACC.[SWITCH.LZH] When I searched the CIS user directory for the author, though, there was no entry (I thought needed it because I was using the atari File Finder to try and locate the file--I wound up finding it by just going to the ACC Lib here and browsing with the keyword "FONT")."

Boris Molodyi joins the conversation by telling Robert:

"It was me who uploaded this ACC. It was done by one of the fellow Russian Atarians. I guess, if somebody inclined to assembly language disassembled and looked where font info is, it would be possible to both change it to AUTO program and to change font. Also, you might want to look for LVAFON.LZH (or ARC, I don't remember what compressor I used then). It's also ACC, but it loads font and keyboard translation table from separate files, and includes font editor. Also gives you a handy switcher to upper part of the character set."

William Chavis asks a question about backup programs:

"Is there a program that will backup a hard drive to floppy's and then restore the hard drive from floppy's?"

Albert Dayes of Atari Explorer Magazine replies:

"Commercial ones there is Diamond Back II by Oregon Research (503)-620-4919 Also Beckmeyer's Hard Disk ToolKit and also Tape Toolkits (510)-530-9637 Both are \$50. There may be some public domain ones but I have no experience with them ... others in this forum may have more details on the pd ones."

Sysop Bill Aycock adds:

"Check in LIB 4 for TURTLE and UNTURTLE, which will do exactly what you want. I've used both and they work fine. Not as pretty or as many features as some of the commercial offerings, but the price is hard to beat. :-)"

Jody Golick asks:

"Does anyone know of an accounting package on the ST that can share data with a Mac program?"

Albert Dayes of Atari Explorer Magazine tells Jody:

"The only way to share accounting data would have an Atari accounting package that can export Lotus-123, dBASE, or ascii delimited files and then import them to the MAC or the PC. There might be an alternative method such as using the same program on the MAC and Atari that would allow you to share the files directly. That is all I can think of off the top of my head. I don't know of any Atari accounting programs off the top of my head since I don't use accounting programs myself. I was thinking of a Lotus 1-2-3 clone like LDW power. Someone with more information should jump in here shortly with more information for you."

From The Atari Arts Forum
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Charles Hamilton asks about downloading on-line magazines:

"Am interested in downloading online magazine files, But after trying once, all I received is gibberish. Are these files compressed some way, if so how do I get them using an MS-Dos Machine(gasp)."

Again Albert Dayes, of Atari Explorer Magazine, comes to the rescue:

"You have download them in binary format like x-modem. And then they need to be decompressed with an extracting program most likely LHARC.EXE on the IBM PC or LHARC.TTP on the Atari ST. All on-lines files are plain ascii files but are compressed so save time on downloading."

Boy, with all of the help Albert gives to the rest of us, where does he find the time to do his 'magazine stuff'?

On the lighter side, Capt John Amsler tells a joke:

"Q: What's a George Bush cocktail?"

"A: America on the rocks."

Not to be out-done, some guy named Ralph ;-) adds:

"It has to be the handy, dandy... BUSHWHACKER!"

<<< BIG GRIN >>>"

From The Atari Vendors Forum

=====

Mitch Wagener posts:

"I have a TT and would like to use a CD-ROM drive with it. Would your rewritten MetaDOS driver drive a CD-ROM from the TT's SCSI port? I have an ADSCSI Plus host adapter attached to the system in an external HD. If the driver would work, how might I, as an existing ICD customer purchase that driver? And how much would it cost? Thanks in advance for the info."

Albert "Ask Me Anything" Dayes of Atari Explorer tells Mitch:

"As far as I know the only way to get a driver is if one purchases the LINK which is dma to SCSI-2 adapter. The show price at Glendale was \$110 or so ... you might use that for a ballpark figure."

Mark Hammond tells Mark at Gadgets By Small:

"MAJOR PROBLEMS !! TT with external Supra drive. Problems roughly coincide with recent attachment of a SLM804. The Mac side started playing up - very slow access times, windows updating at snails pace, accessing drive for each file name! Tried everything, replaced all System software, Spectre software etc etc no good. After a days work on it, resigned myself to reformatting the Supra with the consequent loss of 2 weeks data (whoops, I use it for work purposes, but my backups should have been a bit more often, 'So what's new' I hear you say). Anyway reformatting done, fired up Spectre - went to the Format menu, and what do I see - a load of rubbish where it should show the partition sizes, just your typical jumbled data, and the format HFS or MFS boxes both grayed out. HELP. The Atari side of things appears to be fine, maybe my machine is trying to tell me something !?!"

Mark at Gadgets By Small replies:

"Since the problem popped up at the some time you added your Atari Laser Printer I would guess that you are probably having some kind of SCSI address conflicts. Be sure your Supra drive is set for a DIFFERENT SCSI address than your Laser Printer. Then, at the Spectre main menu under the Hard Drive menu select "DEVICES" and turn OFF all SCSI device numbers you are NOT using. This should hopefully help the situation." Oh...you might also try changing the order of the devices in your DMA line. If the Supra is between the TT and the Laser Printer controller you might change them around and put the Supra on the end. Or, vice-versa. Please remember that your Laser Printer *must* be turned on at ALL times when using other DMA devices. If you turn off the Laser Printer then it also shuts off the controller box and causes all sorts of headaches on the DMA line."

Mark Hammond tells Mark at Gadgets By Small:

"Thanks for all the info. I have now fixed the problem, but due to the number of different things I have tried, I'm not exactly sure what brought about the recovery! Never mind - I am now stuck again because the Diamond Back 2 Spectre Image Backups I had of my Mac software, refuse to be restored !!! The restore goes through, but I end up with an untitled disk that will not mount - just the 'EJECT or INITIALIZE' message. The razor blade alternative is becoming more attractive by the moment.....

PS. I am told that Fearn & Music in Germany, have gone out of business. Is there a kind person out there, who could possibly help me out with regards to obtaining a copy of the SLM804 INIT??"

CodeHead Technologies has a new version of Warp 9, the software screen accelerator:

"Following closely on the heels of the release of Warp 9 3.70 at the Glendale Atarifest last weekend, here's another instant bug-fix update from CodeHead Technologies! This LZH archive contains everything you need to update version 3.70 of Warp 9 to version 3.71. The update fixes a bug that could cause crashes after booting up on a color monitor, and also provides a work-around for a conflict with the Cubase MIDI sequencer."

Dick Paddock asks Nathan Potechin of DMC Marketing:

"Does Calamus SL insist that there be a diskette in A: when loading the SLM_804.CPD? If there is a diskette already in A:, there isn't a noticeable flicker, but if it's empty the light comes on and stays on, and nothing happens until I put in a diskette."

Nathan replies:

"This is more of a Calamus thing than anything specifically directed at the 804 driver. Simply keep a disk handy even if it is a blank one. Sorry for the extra work."

Boris Molodyi tells them both:

"Hmmm, now _that's_ strange. I'm loading SLM driver everyday, and do not need anything in drive A:."

Dick Paddock tells Boris and Nathan:

"Yeah, I know. It happened *several* times in succession, and I very carefully verified it. Now it *doesn't*. I must have changed something elsewhere in my configuration, because I didn't disturb Calamus' setup. Go figure."

Well, that's it for this week friends. Come on back next week and

and automatically control the screensaver for individual programs.

- o Select any 'time-out' interval from 1 to 99 minutes. (The 'time-out' is the amount of time Extend-O-Save will wait before activating the screensaver.)

In addition to Extend-O-Save, the new version of Warp 9 has some other major enhancements:

- o PinHead is now built into Warp 9, so you can remove one more program from your AUTO folder. Full automatic control of the 'fastload' effect for specific programs is included, just as it was in PinHead.
- o Automatic loading of specific fonts and desktop pictures for each program you run.
- o A revamped Warp 9 Control Panel, with new controls, and an improved 'Save Config' option.

And of course, Warp 9 still has the screen acceleration and other great features (like custom fonts and desktop pictures) that have made it the most popular and most compatible software accelerator ever for Atari computers.

Upgrading from Earlier Versions

To upgrade from any previous version of Warp 9 to the new Extend-O-Save version, just send us your original Warp 9 master disk and a check for \$15.00 (includes postage and handling). When you mail us the disk, there's no need for a special envelope or disk mailer; simply put it in a normal letter-sized envelope and drop it in the mailbox.

If you own any version of Quick ST or Turbo ST, you can upgrade to Warp 9 for just \$30.00 by sending us your original disk and a check. (The previous limited \$20 upgrade offer has been extended at this new price.)

The retail price of Warp 9 is \$44.95.

CodeHead Technologies
P.O. Box 74090
Los Angeles, CA 90004

Phone: (213) 386-5735
(Mon-Fri 9A-1P Pacific Time)
FAX: (213) 386-5789
BBS: (213) 461-2095

IMPORTANT NOTICE!
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STReport International Online Magazine is available every week in the

ST Advantage on DELPHI. STReport readers are invited to join DELPHI and become a part of the friendly community of Atari enthusiasts there.

SIGNING UP WITH DELPHI

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Using a personal computer and modem, members worldwide access
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Via modem, dial up DELPHI at 1-800-695-4002

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When connected, press RETURN once or twice

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There is no signup fee for joining the Basic Plan. There is a fee of \$39 when you join the 20/20 Advantage Plan, a one-time \$19 signup fee and your first month's \$20 fee.

These connect rates apply for access via Tymnet or SprintNet (within the continental United States) during home time (7 p.m. to 7 a.m. weekdays and all day weekends) or via direct dial around the clock. Telecom surcharges apply for daytime or international access via Tymnet or SprintNet. See Using DELPHI online for detailed information on telecom surcharges.

For more information, call: DELPHI Member Services at 1-800-544-4005

DELPHI is a service of General Videotex Corporation of Cambridge, Mass.

:IMPORTANT ANNOUNCEMENT:

DELPHI INTRODUCES THE 10/4 PLAN.

Effective July 1, 1992, all Basic Plan members will be upgraded to the 10/4 Plan and receive 4 hours of usage each month for only \$10! For full details, type GO USING RATES. SprintNet home time to begin at 6:00 p.m.! Effective July 1, 1992, you may access DELPHI via SprintNet beginning at 6:00 p.m. local time without incurring a telecom surcharge. To find the SprintNet node nearest you, type GO USING ACCESS.

Try DELPHI for \$1 an hour!

For a limited time, you can become a trial member of DELPHI, and receive 5 hours of evening and weekend access during this month for only \$5. If you're not satisfied, simply cancel your account before the end of the calendar month with no further obligation. If you keep your account active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan, where you can use up to 4 weekend and evening hours a month for a minimum \$10 monthly charge, with additional hours available at \$3.96. But hurry, this special trial offer will expire soon! To take advantage of this

Hotel rooms are still available at the Sheraton Reston. Rates are \$59 for a single/double and \$66 for a triple/quad. Please call the Sheraton for reservations at 1-800-392-ROOM (that's 7666).

The Banquet will be Saturday night with cocktails at 6:30 pm and dinner at 8:00 pm. The WAACE Banquet has always been a great place to meet and dine with the Atari worlds most famous developers authors, and just plain folks. For tickets contact Bob Janice at GENie R.Janice or phone (703) 222-0318. Hurry, tickets are going FAST!

The folowing Vendors are scheduled to attend the 1992 WAACE AtariFest.

Lexicor Software Corporation * eSTeem
Joppa Computer Products * Gribnif
Rising Star Computers * MegaType
Missionware Software * Codehead
Unicorn Pub.(A.I.M.) * WizWorks!
Step Ahead Software * SKWare One
Mars Merchandising * I C D, Inc.
Taylor Ridge Books * CompuServe
D M C Publishing * Maxwell CPU
Barefoot Software * ST Informer
Debonair Software * Accusoft ST
A B C Solutions * Fair Dinkum
CompuCellar West * WizzTronics
Gadgets by Small * BaggettaWare
Oregon Research * D.A.Brumleve
Dragon Software * Current Notes
Computer Studio * Clear Thinking
FAST Technology * Toad Computers
J M G Software * (WHO'S NEXT ?)

Call DTACK (Ken or Betty)about consignment opportunities at (301) 229-1886.

In addition to our print magazine advertizing, In order to publicize this show worldwide and as a means to say hello to our Atari friends in foreign lands, the WAACE AtariFest '92 is reaching out around the world on the international shortwave radio bands. You may hear our advertisements by tuning to the broadcasts of Radio New York International (RNI) in the 41 meter band at 7435 KHz between the hours of 0100 and 0500 UTC on the 7th, 14th, 21st, 28th of September, and on the 5th of October, 1992. In the United States, these hours translate to 9:00pm until 1:00am EST, on the 6th, 13th, 20th and 27th of September, and on the 4th of October, 1992.

For general information, or if you need a question answered, contact Russ Brown at GENie R.Brown127 or call (703) 803-6126.

From everyone making preparations for the WAACE AtariFest 92, we wish all our friends around the world the best of everything.

Nearly 40 vendors, developers and dealers, will be on hand with expositions of their products. There will be numerous seminars and demonstrations available to all in attendance, along with many door prizes, a banquet, terrific bargains and a lot of fun for Atari computer aficionados.

In order to publicize this show worldwide, and as a means to say hello to our Atari friends in foreign lands, the Washington, DC AtariFest '92 is

Jack resigned, basked in the glory.

The Atari company founded by Nolan Bushnell, the inventor of Pong, had grown to become the largest manufacturer of video games and had been sold to Warner Communications. Sales hit \$2 billion dollars in 1982, but they plunged to less than 1 billion in 1983 as the public turned to home computers instead of video games.

This decline represented a \$580 million dollar net loss to Warner. Steven J. Ross, Warner's Chairman and CEO, wanted to unload the business which he now felt was a drag on Warner and not compatible with the rest of his company. However it was not easy to find a buyer who could rescue Atari, and was willing to take on the job.

Jack Tramiel had started Commodore Business Machines presided over its growth, and now wanted to bring his sons into the top management of the company. In this he was opposed by Irving Gould, the man who had rescued Commodore from bankruptcy in the lean years and who was now the Chairman of the Board and principal stockholder.

Although Gould seldom interfered in Jack's direct operation of the company, he strongly felt that Commodore needed more experienced business direction and he opposed the creation of a Tramiel dynasty. The arguments resulting from Gould's opposition, directly lead to Jack Tramiel's resignation from the company.

JOIN THE CLUB

Within a short time many of the Commodore team responsible for the success of the company followed their leader as the culture of the company changed under the direction of the new management. For a long time, Commodore was said to have "The President of The Month Club."

When Tramiel left Commodore, Steven Ross recognized the opportunity. What better person could purchase Atari than Jack Tramiel whose success with low cost, home computers was partly responsible for the decline in simple video games?

After leaving Commodore, Jack took time out to travel around the world with his wife. Upon his return, he and his sons formed a new company, Tramiel Technology Limited (TTL), with the stated intention of developing new electronic products. Steven Ross approached Tramiel with the idea of taking over Atari and they entered into negotiations. By the beginning of July, 1984, Tramiel Technologies and Warner Communications became shareholders in each other's companies and TTL bought Atari.

SUCH A DEAL!

Tramiel got most of Atari's assets for only \$240 million in notes at a reported very low rate of interest. To give Jack time to re-organize Atari, payments on the interest were not due to start until 1985. Wall Street viewed the deal as Warner selling Atari to Tramiel and loaning him the money to buy it! In addition, Jack got 5 year warrants for one million shares of Warner stock executable at \$22 per share, the market price of Warner when the deal was made.

With the Atari drain removed from Warner, its stock price would rise and Jack's profits would further sweeten the deal. In return, Warner got warrants for 14.3 million shares of TTL stock representing over 30% of TTL. Warner also agreed to assume obligations for past Atari debts. It

was a sensational deal for Tramiel and the end of a costly adventure for Warner. All that Jack Tramiel had to do was to make Atari into a profitable business once again.

ITS A NEW BALL GAME

He wasted no time and flew to California to take over the bloated Atari organization and re-shape it. Tramiel installed his sons at the helm and set to work to cut away the fat and deadwood. Sam became President, Gary was put in charge of collecting \$300 million worth of outstanding receivables and Leonard was put in charge of software.

In one month, they reduced the staff from over 5,000 to 1,500. Atari occupied 40 buildings. Tramiel canceled leases and cut that to seven buildings and turned a profit by selling the furniture that filled those buildings.

The warehouses at Atari were packed with over one hundred thousand, 8-bit computers that Atari built but couldn't sell. It was 1985 and 8-bit computers were considered very obsolete. The 16-bit IBM PC and the Apple Macintosh were the desirable computers of the time. Jack believed that everything would sell at the right price.

Atari went on an ambitious project to find the best price at which the Atari 8-bit machines would move out of the warehouse. Since Jack had only paid \$80 each for them, a fraction of their original cost, he could afford to sharply cut the price. Moving them out was not difficult. The new Atari team managed to clear the decks for the next generation of computers.

Commodore had suffered by the loss of key people who left with Jack and by the Atari price cutting, immediately started a law suit charging Tramiel and his associates with taking valuable designs and information when they left Commodore. Jack Tramiel immediately retaliated with a \$100 million lawsuit against Commodore.

The suit charged that Atari had a previous understanding to purchase the Lorrane Amiga Company because Atari had lent it money to develop the Amiga Computer. Jack charged that, Commodore snatched Amiga from Atari by offering a better deal. This suit was without much merit because it happened before Tramiel took over Atari and Warner had never pursued their claim. Jack's counter suit did serve to discourage Commodore from their lawsuit against him and his people.

A NEW DESIGN IN THE WORKS

While all these legal maneuvers were going on, the new Atari crew was working on a design that would outdo both the Amiga and the Macintosh and undersell them by 50%. The Atari 520ST was the result. This computer, without the monitor, was priced under \$1,000, an incredible, affordable price for a 1/2 megabyte computer. This gave rise to the motto that Atari used to identify the company, "Power Without The Price."

If price and computer capability were the only criteria for computer business success, Atari would have become one of the giants of the industry. Instead they managed make management decisions that in the long run proved to be unwise. It was said that they managed "to snatch defeat from the jaws of victory."

At the time of the Tramiel takeover of Atari, there were many computer

dealers who specialized in the Atari computers. There was also a sizable user community and both the dealers and owners must be counted among the most loyal of all families of computer users. They were almost fanatical in their loyalty to Atari computers.

The Atari Forums on Compuserve lead by Ron Luks, were among the largest groups of organized computer users. All of these computer users, plus a sizable contingent of Apple II and Commodore users who had been priced out of the ability to upgrade to 16-bit graphics machines, looked forward to buying the Atari 520ST and represented a huge potential market.

Some of the best graphic software was being written for the Atari 8-bit machines and developers also were more than anxious to write for the new Atari 520 ST. The potential market seemed almost unlimited.

WHO'S ON FIRST?

In retrospect, it is hard to understand some of the counter-productive management decisions made by Atari, even though they might have seemed correct at that time.

Today, it is axiomatic that new computers must be put into the hands of software developers as soon as possible and companies like Apple employ evangelists to encourage this.

Atari on the other hand, made it as difficult as possible for software developers to get into the 520ST software game. They initially charged them up to \$5,000 for a Software Development Kit consisting of a computer and some manuals. Since in the beginning there would not be too many computer users to buy the software, the developers would be unable to recover their large investment for a long time. This discouraged many software developers from writing for the Atari ST.

Wynn Rostek, writing in Computer Shopper for October 1985, described how Atari made another bad decision. The squeezed out the loyal, existing Atari dealers for the 8-bit machines. Atari decided to distribute the new computers through manufacturer's representatives who had to qualify the existing dealers.

This policy eliminated many dealers who had supported Atari in hard times in the past. As the dealers dropped away to sell other lines, Atari turned to the mass merchandisers and discount mail order houses. This further antagonized the dealers who remained and did not work either. The Atari ST was too complicated a computer to be sold without instruction and dealer support. Atari then went back and tried to recruit a new dealer organization. They kept bouncing back and forth between mass merchants and specialty dealers until neither wanted to do business with them.

THE LOOSE CHIP SYNDROME

There were also severe quality control problems with the early machines. Due to poor packaging and long shipping routes, the chips in the computer tended to become loose and the computers would not work. The failure rate in the first few shipments was almost 50%. This was not serious in the case of experienced dealers who burned-in their computers before selling them, but with mass merchandisers who sold sealed boxes, it was a disaster. It took strict application of quality control to cure the problem.

The second computer Atari made was the Atari 1040 ST with a full megabyte of RAM and with a built-in single floppy drive. The older 520ST not have room for internal drives ,but could support two external floppies It also had a port for an external hard drive provisions to support two floppies and an external hard drive were built into the TOS operating system from the beginning of the first 520ST.

One problem with adding hard drives to the Atari ST machines was the non-standard interface known as the Atari Computer Systems Interface (ACSI) which was a modified SCSI-type interface. Third party vendors enabled users to get around this when they developed boards that converted ACSI to standard SCSI and allowed any SCSI hard drive to be used with an Atari ST.

The 520ST and the 1040 ST were the two computers that comprised the ST line until 1987 when Atari came out with the Mega ST computers. These new machines had a separate keyboard and built-in hard drives. In 1989 when other companies were improving their computers, Atari produced the Atari 520STE, 1040 STE and Mega STE models which were somewhat improved versions of the ST computers.

DISAPPEARING ACT?

Since 1985, when the Atari ST line was introduced, the Intel powered MS DOS computers and the Apple Macintosh have completely dominated the industry in the United States. Commodore's Amiga ran a poor third and the presence of Atari's ST and Mega ST was hardly felt except among the most enthusiastic and loyal fans.

Apple, IBM, Compaq and the countless clone manufacturers spent millions of dollars on advertising. Commodore advertised in spurts when a new president took over, but Atari spent hardly anything on advertising. Even when they did advertise, they used Atari magazines where they only talked to the converted. And so with few dealers and no ads in general computer magazines, they gained few new. Atari's answer to declining sales was always to cut the price. However with the huge growth of the AT-clone market, they could never match the features and prices offered by the clone manufacturers.

Since the population of Atari ST and STE and Mega ST & STE computers was small, and the operating system was unique, there was no incentive for standard software developers to offer Atari versions of popular software. Only the game software developers featured Atari versions. There were however some excellent Atari software systems which did offer a user some excellent programs but little choice.

EUROPEAN PASTURES GREENER?

The more Atari's business declined in the United States, the more Atari turned to overseas sales. In Europe, the situation was completely different from the U.S. There were fewer distributors and they tended to specialize in one type of computer and one country. The prices for machines and software were higher and Jack Tramiel directed most of Atari's production and marketing efforts into European sales and development. The machines proved very popular and sold very well. Soon all the Atari production and support were devoted to Europe and the U.S. market declines further from lack of support in this country. To this day 85% of Atari's income is derived from outside North America. This foreign success was achieved at the expense of the North American market

and caused a lot of resentment among domestic users and dealers.

Basically, Atari did very little development work on new computers and very few updates to the TOS operating system. Atari did come out with machines like the portable laptop Stacy and The 68030 TT line, but very few machines became available in this country.

In all the years from 1985 to 1989, this magazine only had one cover and feature story devoted to Atari and that featured the packaged Desk top Publishing System put out by the Atari Business Systems Group. This featured a Mega STE computer, a scanner and the Atari Laser Printer. It had some fairly good DTP software but the laser printer could only be used with an Atari Mega because the intelligence was in the computer rather than the printer. It was priced about \$5,000 for the whole package, not a bad price for the time. The same package now sells for \$3,000, but even at that price today, it is no great bargain.

THE FIRST PALMTOP

Atari must be credited with marketing one of the first practical palmtop computers. Their Portfolio has an excellent keyboard and a good display. It comes with five built-in applications, a PC card drive for uploading and downloading files to a desk top PC and has 128K of RAM.

Originally the Portfolio sold for about \$500, much less than competing palmtops and was well received. Again however Atari failed to come out with new models with featuring provisions for expanded memory , or the new standard flash cards for application software. Instead of offering upgraded models with increased MS-DOS compatibility and new features, they lowered the price. Additionally, as new palmtops enter to the market at any price, the sales of Portfolio will continue to decrease. Although Atari is completely out of the large screen video game business, the Atari Entertainment Division with its Lynx color hand held video game has done much better than the computer division. The Lynx sells well and there is a fairly large assortment of software for it. The Lynx hand-held game business in only a small fraction of the multi-billion dollar video game business which is now completely dominated by Nintendo.

THE COURTROOM ARENA

Atari's most glaring failure recently took place in the courts rather than in the stores. In a 150 million dollar lawsuit, Atari has sued Nintendo for domination of the industry, charging Nintendo with being a monopoly, operating in restraint of trade. Here was a setting for the biggest Atari potential victory since they introduced the 520ST.

There was little doubt that Nintendo almost had a monopoly of video game machines. Their software policies were very monopolistic and at one time Atari had a large share of the business, which they lost when Nintendo came in. In addition, here was an American company suing a Japanese one in a U.S. court. To make matters worse for Nintendo, there was a strong feeling against Japanese business practices. It looked like Atari could not lose and 150 million dollars would revive the faltering company.

The trial was a long one, Nintendo admitted they dominated the market and were a monopoly! However their defense was that they had not acted in restraint of trade. They just provided a better product that people wanted to buy. In addition, they claimed that the many negative business decisions Atari had made cost them their position in the industry.

why hang on to a dead computer?"

While I use my Atari every day, I cannot fathom its being used as a "hanging on" type device. I do however, see it as being productive and providing the benefits I seek from using the computer. The day it no longer provides the benefits I seek, then and only then, shall I look to "other, less friendly computer platforms". Hopefully, that day will never arrive.

With that preface behind us, let's take a good look at this phenomena we observe called; Defending Atari? In the years I've been observing things Atari, the single most important item that seems to present itself as a re-occurring event is the intense loyalty directed toward Atari by certain Atari users. Much like self appointed "Defenders of the Crown".

This loyalty is most fascinating. A scant week or so ago, a small piece appeared in STReport about the unrest at a dealer meeting in Connecticut. In a few days, there was an outcry from a few folks who were honestly defending Atari by trying to discredit the article, its source and the topic covered in the article. Amazingly, no attention at all was paid to whether or not the truth was presented until the last and then unbelievably, one individual actually questioned the validity of the topic covered! Please, bear in mind, this is not a gesture of recrimination. Its only a presentation of a case in point that's relatively recent.

Going further, the following week a second article appeared that completely validated the first article. The second article went as far as to present a personal interview. And it named sources for verification purposes if needed. The second article completely corroborated the first. Yet there was no acknowledgment at all from those who so vociferously defended Atari by whatever means against the first article. Now comes certain observations;

- a)- Do these folks feel "threatened" by the appearance of such articles?
- b)- Is it possible they are really trying to 'help' Atari out of what appears to be a "tight"?
- c)- Is it possibly reader dissatisfaction in seeing the negatives and thus, reacting accordingly? ie., "Kill the Messenger"
- d)- Could it be the users are attempting to be noticed, thinking their actions may affect change?
- e)- The defending is actually defense of their decisions to buy and support both Atari and their products.

The conclusions to the above by the userbase would be wide and varied. However, one must consider the last observation very carefully. I find myself most definitely in the last category. I actually enjoy using my Atari computer even though its used for work. Most will agree, if you enjoy what you are doing, then your work is a joy. Well almost. In any case, the equipment used certainly makes the job either easier or a complete dirge. In my case, it makes it a sheer pleasure.

In reality, most would appropriately fit in the last two categories. With, in my very humble opinion, the majority being in the last category. The truth and reality of it all is unfortunately, obscured by the actions of those who defend and those who offend. Think for a moment, the bottom line is incredibly; These people are all "on the same side!" They all,

in one way or another, enjoy using an Atari computer and do support the company by purchasing the products offered.

Nobody, but nobody, enjoys being told either directly or indirectly they made a poor choice in purchasing anything. As such, this too, must stand tall as another reason for the defending of Atari. Many times, I find myself telling others from other computer platforms; "Hey, its my computer of choice and if I wanna praise or bad-mouth 'em I can but you had better not even think about it". Irony isn't it?

Hopefully, we'll get more input from the users relative to this topic and by the time we get to the "finish line" we will all realize that we are on the same side. Much can be said about sides but the truth is there are no sides. We are all enjoying the heck outta our computers and are quite proud of what we produce using our Atari computers. When we see the validity of our buying decision threatened, we get testy. Better yet, when we see the very platform we all are on getting lambasted (I do my share) there is a tendency to quickly build up a defensive wall.

When I say I do my share of lambasting, that would bring us to the fourth category mentioned. This is the one that's not very obvious but none the less quite present. There are many of us who fit this category also. The "keyboard" survey done recently comes to mind. Its difficult to think anyone who is outspoken toward Atari, defending Atari and those who critique Atari are attempting to do anyone, especially Atari harm. Moreover, it really makes no sense. Surely most observers realize these people are busily engaged in trying to affect changes for the betterment of Atari, its products and the enhancement of its future by whatever means available to them.

Let's hear from you. Please, leave the flames in the barbecue. Lets talk about this topic. You must agree its interesting. You can also participate online if you wish in Category 24, Topic 6 in the Atari ST RT on Genie. On Compuserve in the Atari Arts forum under the STReport header. On Delphi under the STReport/CPU header. Jump in! The water's fine.

:HOW TO GET YOUR OWN GENIE ACCOUNT:

To sign up for GENie service:

Set your communications software to Half Duplex (or Local Echo)

Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).

Wait for the U#= prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

GENie Announcements (FREE)

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2. REGISTER Today For Fall Term ENGLISH COURSES.....CALC
3. GENie's Reference Center: Your 24-Hr Electronic Library.....REFCENTER
4. LAST CHANCE: Clearance Sale ends soon at.....PCBOOKS
5. New uses for your laser printer -- RTC on the.....PSRT
6. Canada's constitutional crisis is heating up in.....CANADA

7. Meet the IBM/Mac Killer Saturday Night: The NEW Amiga 4000....STARSHIP
8. MYSTIC SOFTWARE'S MusicWorks discussed - Tim Heider RTC in....MIDI
9. Join us in our Wine-Tasting and win Free Time.....FOOD
10. Find Names, Addresses, Phone and Fax #s of Congress.....DIRECTORY
11. Small computers, small prices: new STREET.\$\$\$ out on.....LAPTOPS
12. NEW Disney related files now available in the libraries of....FLORIDA
13. Find file listings for Computing RoundTables.....*LIBRARY
14. NETMSG displays a message a specified number of times.....DBMS
15. There is still time to get the latest issue of.....GENIELAMP

Atari Roundtable Weekly News

This month's "Darlah's Treat of the Month" on page 475, Option #9 is Diamond Edge EDGEDEMO. Type m475;9 to receive this month's "Treat". This archive contains a demo version of Oregon Research's new program Diamond Edge. The most advanced set of disk management tools available for your Atari ST: Disk and data recovery, Complete Undelete, file validation and disk diagnostics, Data protection, Disk optimization, Bad sector mapping, hard disk partitioning, Disk information archival editing and restoration, and much more.

Diamond Edge is brought to you by Oregon Research Associates.

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Real Time Conference Special Events Calendar
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Sept. 21 - The CodeHeads discuss their popular
(Monday)  new word processor, Calligrapher: The
           Ultimate Writing Machine, combining
           DTP features with a powerful, easy to
           learn word processing interface.

Sept. 28 - A forum on CodeHead Graphic Tools,
(Monday)  including MegaPaint, Avant Vector,
           Genus, Cherry Fonts & other utilities.
           Also featuring Warp 9's extensible
           screensaver - Extend-O-Save. Bring
           your wish list for modules.

=====
All Real Time Conferences begin at 10:00 p.m EDT
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There will be a special conference on SEPTEMBER 20, 1992, at 10 p.m. EDT regarding the new 1 megabyte, 2 megabyte, and 4 megabyte FlashCards for the Portfolio. These cards are a breakthrough not only in storage, but also in price. The 1 meg card costs the same as Atari's 128K RAM card. One of the developers of the cards, Mark Reeves, will be here to answer your questions and tell you have to get one! So, type M950;2 to get to the conference on Sept. 20, 1992, at 10 p.m.

Last 2 Week's Top Downloaded Programs/Utilities:

25538	POWERDOS.LZH	X DRAGONWARE	920901	27520	446	21
	Desc: PowerDOS Multitasking GEMDOS OS					
25539	PDEXPERT.LZH	X DRAGONWARE	920901	60928	337	21
	Desc: Helps configure PowerDOS.					
25541	PMONITOR.LZH	X DRAGONWARE	920901	3840	350	21
	Desc: PowerDOS process monitor (task) ACC					
25542	MEM_SNAP.LZH	X DRAGONWARE	920901	4096	317	21
	Desc: PowerDOS memory snapshot utility.					

25540	ALIASDRV.LZH	X DRAGONWARE	920901	1920	303	21
	Desc: Makes folder into drive in PowerDOS					
25522	STZIP200.LZH	X M.FARMER2	920831	148992	209	2
	Desc: ZIP 2.00 Compresses Better Than LZH!					
25615	STDCAT51.LZH	X J.GNIEWKOWSK	920906	61056	183	2
	Desc: Disk Cataloging Program v 5.1					
25588	DIPS.LZH	X E.KRIMEN	920904	2816	176	2
	Desc: CPX that sets internal dip switches.					
25567	YAMS.LZH	X T.CLEGG1	920903	23808	158	8
	Desc: Accessorize with MineSweeper: Yams!					
25480	GEMSHELL.LZH	X J.EIDSVOOG1	920829	3456	160	3
	Desc: GFA source code for window handling					
25678	VIOLENCE.LZH	X PMC.INC	920911	164096	151	8
	Desc: Fast violent shoot em up					
25682	PDEXPER2.LZH	X DRAGONWARE	920911	61824	147	21
	Desc: New PowerDOS PDEXPERT and ICONS!					
25635	CAL63.LZH	X J.WISNIEWSK2	920907	95616	141	2
	Desc: Calendar V6.3					

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> The Flip Side STR Feature "... a different viewpoint"
"*****"

A LITTLE OF THIS, A LITTLE OF THAT
=====

by Michael Lee

How to upgrade your copy of PageStream if you bought it used - From the
SoftLogik RT on Genie...

To transfer ownership: photocopy original disk with registration
number showing. Old owner's name and address. New owners' name and
address. Send to SL with a note.

Some information from Dave Nutkins (HiSoft) about Devpac 2 and Devpac 3
- Cat. 3, Topic 15, Msgs 52-60 - from the ST Roundtable on Genie...

Devpac provides an integrated environment (editor/assembler/debugger)
as well as stand alone tools rather than just standalone versions.
DevpacTT and Devpac 3 support the 68030 and co-processors unlike
Atari's developer stuff. The assembler supports more formats than the

Atari MadMac. Our debugger is screen orientated rather than line orientated a la DB.

Devpac 2 includes:

Integrated Editor and Assembler	GST Format Linker
Standalone version of the assembler	Debugger
Auto-resident version of the debugger	Example programs
Macros for accessing the GEM AES and GEMVDI	
186 page user manual + pocket guide to the 68000 instruction set	

Devpac 3 includes everything in Devpac 2 plus:

Lattice C format linker	GST format librarian
S-record splitter	Reset proof RAMdisk
Symbol stripping utility	GEM based installation program
300 pages of manual.	

Bindings for all the operating system calls to TOS 3.06
Plus the original components have almost all been greatly improved.

Upgrades to DevpacST 3 from Devpac ST 2 and 1 and DevpacTT are now shipping. I've uploaded full details of the improvements in the file devpac3.txt but here's a quick summary:
Assembler is now faster and now supports 68000-040/68881/68882 maths co-processor/68551 MMU.

Assembler now outputs Lattice C linkable code (linker supplied).

Editor has been greatly enhanced including multi-window editing & full mouse control.

The debugger is much more flexible and supports source level debugging of your assembly language programs.

The price for the full Devpac 3 will be 72 UKP plus shipping.

Devpac 3 runs on all Atari based 680x0 computers with at least one double-sided floppy disk drive.

Upgrades from DevpacST2 and Devpac TT cost 36 UKP + 9 UKP airmail shipping giving 45UKP total.

Upgrades from Devpac 1 are available for 10 pounds more than the above prices. These offers do not include magazine cover disks. Please return your original Devpac master disk when upgrading.

We don't lay down dollar recommended prices but the current U.K. equivalents are about \$70 for Devpac 2 and \$140 for Devpac 3. (That's based on \$2 = 1UKP). This is without shipping.

HiSoft
The Old School
Greenfield
BEDFORD
MK45 5DE
U.K.

Comments about Cyberdrome from M.JONES52 - Cat. 9, Topic 14, Msg 1 -
from the ST Roundtable on Genie...

Well, Tuesday morning found me bright and early at the Post Office to see if my prize had arrived (Thanks, Hutch!), and there it was, an envelope from Los Alamos, nigh covered with stamps.

Inside, I found a very professional package, starting with the nicely-done four-color vinyl folder, a command summary sheet, and 52 page manual, along, of course, with the game disk.

The manual is well-laid out, with a good table of contents and page numbers that match it (3-11, 4-5, etc.). After an introductory story line, all the elements of the game are covered well, from start up, configuring for play with one or two players, on to ship controls and screen and panel displays, followed by a section on mission profiles, objective, and hints on good play. An appendix shows useful maps and includes a glossary.

Now please understand, I do not play arcade games, shoot-em-ups, and the like, having left reflexes back somewhere around Star Raiders on the 800, but Cyberdrome has me fired up, as it were.

So, now you want to know how it plays, right? Well, I can't tell you. It's embarrassing as all get out, but my color monitor's dead. This will change shortly, as I want a shot at the T-shirt. Right now, I'm waiting to see my landlord's face when I tell him, "I can't pay rent this month, gotta get my monitor fixed." <g>

Comments about "Lure of the Temptress" by Fi Craig - Cat. 9, Topic 35,
Msg. 3 - from the ST Roundtable on Genie...

Has anyone else bought this game yet?

I've been playing it for a week now, on and off. It's very well put together, the graphics are really lovely, and the attention to detail is very impressive - lots of tiny little details that make you feel you are in a "real world", like a rat that scurries across a room at one point, and a bird that hops around on a fence.

I can't say the story grips me much. It's not one of those games that you just -have- to keep playing. But then I haven't really progressed very far, yet, I'm just wandering around exploring.

More comments, this time from M.ELLIS -

Thought I would barge in on this topic since I've played Lure and finished it. the game is very enjoyable and full of strange humour. Animation is great as are the sounds and character interaction. My only regret is the linear plot. YOU HAVE TO GO FROM A TO B TO C in order to accomplish your quest, each item has one use, and the ending though dramatic well, I shouldn't prejudice you. I do look forward to other CRPG's like this but wish they will be more robust.

By the way, is it my imagination or are CRPG's getting shorter?

Questions about the new Falcon030 from Steve Johnson - Cat. 14, Topic 20, Msg 2-3 - from the ST Roundtable on Genie...

Can anyone at Atari tell us whether the Falcon030 will come with a programming language, like even a new Falcon BASIC or somesuch? In other words, will it come with the same lame ST BASIC, a new programming application, or nothing?....

Answer from John Townsend (Atari)...

I believe that the Language Disk will be filled with more useful things than a programming language. Most users really don't have the desire to write code or programs. They want to use them.

More misc. Falcon030 related comments from John Townsend (Atari)...
Msg. #48 -

The warranty on Falcon030 machines is one year.

The hard drive delay is still there.. However, we did make the time delay for the spin-up a Non-Volatile RAM configuration. And TOS doesn't do anything different at startup. sorry ;-)

TOS 4.0 is currently only available for the Atari Falcon030. There is no information regarding upgrades for older machines. When we have some information we will pass it along here ASAP.

As for what is new..

- up to 256 color icons
- 3D window items
- 3D objects and buttons
- Submenus and PopUp are now standard in the AES
- a new completely 030 compiled, re-written GEMDOS that is even more robust and slightly faster.
- a new VDI designed to support the 16Mhz BLITTER and the VTG Video Hardware of Falcon030.
- XBIOS now has support for the DSP, the new sound hardware (playback/record), and new video modes.
- On Falcon030, one ROM contains all countries.. The country and keyboard is selected from a configuration in Non-Volatile RAM.
- Falcon030 can boot up in any resolution and this is also set from NV RAM.
- Hard Disk spin delay is configurable via NV RAM as well.

As for the NV RAM settings, there will eventually be a CPX to configure all of this stuff on the Falcon030. Once it is available, we will be posting that here.

...The TT ROMs are 256K (I believe that is correct. [I just got done with a monster workout and my brain is failing.. just like the rest of my body!]) and NO, NO, NO! The TOS 4.0 ROMs are VERY Falcon030 specific and will not work in anything but a Falcon030. In fact, they will only work with a certain revision of the Falcon030 or higher....

...The ROM contains difference resources for each country. They are: German, English, French, Italian, Spanish, Swiss German, and Swiss French. They are each a resource. This is done because the resources are VERY different.

The country and keyboard are stored in Non-Volatile RAM and read when the Falcon030 starts up. There will be a CPX that will allow you to configure the NVRAM settings for Falcon030....
It is still WAY to early to say whether or not the features of TOS 4.0 will be put together into an upgrade kit for older TOS machines. We will have to wait and see...

A few 'after-show' comments about the Glendale Show held last weekend - Cat. 11, Topic 12 - from the ST Roundtable on Genie...

From STACE - Msg #248 -

Well, I had a great time at the show! I, too, upgraded to the new WARP 9 with Extend-O-Save screen saver! Looks totally cool! I also plunked down the cash for SPELLING SENTRY from Wintertree. Can't wait to dig into it. (A "online" dictionary is something I >really< need and have been wanting for some time!)

It seems that show attendees were anxious to spend money! I sold my used LYNX before the doors even opened on Sat! :-) Then, once they did open I sold out on my soundbyte disks on Sat. I was up till 1:30am (after CodeHead party) making more for Sunday and then I sold out again! :-)

The Gadget's booth was just as busy as usual with Dave demonstrating both SST and MegaTalk (now shipping). Dave was using dual Stalker windows to send data from one MegaTalk RS-232 port to the other at about 900,000 baud! :-) That makes for a pretty fast network!

I was demoing Spectre GCR and, given the low price one can buy a Mac for these days, I am amazed just how popular Spectre remains. Several Spectres were sold at the show and both dealers had ROMs in stock. The price on the ROMs appears to have dropped back down to around the \$160 level.

It was fun leaving the MacPlaymate folder out on the desktop on my Stacy/ Spectre and watch people come up and open it up to see what was inside. (It was a "locked" folder that showed "0 items" inside! <g>) They were soooooooo disappointed when they opened it up! :-)

I would like to take this moment to thank JOHN KING T. and all the volunteers at the show! I certainly had a good time and I am already looking forward to next year!

I would also like to thank the fine folks at CODEHEAD and, in particular, John and Julie, for the fine event they threw! I had a GREAT time!

From John King Tarpinian - Msg. 252 -

The "curtains were closed with the Falcon on the other side" because Jerry P., among other people, was behind that curtain getting the private showing of the Falcon. It was an unexpected surprise that REAL developers who work on other platforms took the time to come to Glendale to look at the Falcon, and walked away with interest in developing for the Falcon. Trust me on this, it was worth the sacrifice for those of you that may have missed the Falcon.

We had exhibitors that were at the Amiga Show, too. One was very happy to tell me that their net profit was greater at Glendale than at the Amiga show because the Amiga show was much more expensive to attend. That is one of the reasons we use the hall we do. Being a user group show means you get the best bang for your buck. :~}

John King Tarpinian
Faire Chairperson
The Glendale Show

From Ed Krimen - Msg #253 -

I know this is a little late :^), but the Glendale show was great! I was there both days, met many people from GENie which was very exciting, and was extremely pleased to experience the enthusiasm at the show. Even though I was there both days, I =still= didn't have time to do everything I wanted to do, and it seems like I missed a lot of people from here. :^(There was really too much to see and so many people to talk to!

I can't wait for the "upgrade" to version 7.0 next year, John! How about three days and larger facilities? :^)

From Bob Brodie (Atari Corp) - Msg #264 -

Congratulations are in order once again to John King Tarpinian, and his stellar crew of volunteers.

The Southern California Atari Faire Version 6.0 is history now, as are some of the most wonderful times I have ever spent at a show. The crowd was energized, and quite upbeat. Bill Rehbock pulled longshoreman's duty on Saturday showing off the Atari Falcon030 to excited mobs of people. Thanks to John Nagy, we got another larger monitor that allowed us to display the demos Bill was showing to the crowd in a better fashion.

The crowd around the Atari Falcon030 was constant, and deep! There is certainly a strong air of excitement about the machine. Lot of questions being fired constantly. By the end of the day, I was drained from all the personal contact. I couldn't hardly move without being stopped by someone that wanted to discuss the Atari Falcon030!

The Amiga Expo in Pasadena created an interesting paradox. While Jerry Pournelle shared interesting info about some of the things he saw at the Amiga Expo, we were pleased to greet a number of Amiga developers that ran across town to check out the competition! (That means us!) Bill Rehbock greeted most of them personally, showed off the Atari Falcon030 to VERY pleased professionals.

It was great to see longtime friends Sandy Wilson and JJ Kennedy at the show, GENie was indeed well represented at the show! Alert Sys*Cop Dave Flory was on hand, as well as Ken Estes from the Sci-Fi RTC. And of course, Jerry Pournelle. I enjoyed a lengthy chat with Jerry, who certainly seemed impressed with the Atari Falcon030. He seemed particularly taken with the audio capabilities of the machine, and yes... he did ask for one!

The Computer Network had one of the most interesting booth arrangements I've ever seen. They had very high curtains, approx 10 feet high. This created the effect of an enclosure. Everyone that

entered their store area was given a "Back Stage Pass" for The Computer Network World Tour! The rowdy gang at The Computer Network likened the passes to the ones used in "Wayne's World" during the movie. :) Tony Lee kept holding up his pass just like Wayne and Garth every time I saw him! :)

The gang at Mid-Cities CompSoft made up their own booth promotions, they had all of their staff wearing neat t-shirts. They used PageStream to produce the silk screens to produce the t-shirts. On the front, they had the logo of the store, with TUF superimposed on it. On the reverse, it spelled out Totally User Friendly...a very nice touch indeed! I made sure to pick up ones for our sales administrators!! :)

Between my busy schedule and the crowd around the CodeHead Booth, I never did get to see their exciting new screen saver...nor did I upgrade my copy of Warp 9. Next time, guys! I did snag a second to grab three of their new shirts, though! Gotta take care of the home front, too. :) Seemed like the CodeHeads were going a bangup business moving Warp 9 and the rest of their products.

Fair-Dinkum was showing off a great new game, and John brought along his lovely wife Patty, too. (Psst, is she the "fair" in Fair-Dinkum?) John was as always a delight to be with.

The font experts at Safari Fonts, Jay Pierstorff and his charming wife were showing off their products (love those Star Trek fonts!), while they shared their booth with Steve Kipker of Steve's Software. Nice to see a new face in a booth at this show!!

And speaking of new faces, the VERY young men at the Freeze Dried Software booth were happily moving out copies of their popular terminal program! Hey, these guys are just old enough to drive!! And they're already turning out neat-o software!!! They enjoyed all the attention, and some helpful hints on business acumen from their friendly local IRS agent (better known as John King Tarpinian!). I stopped by to say hello to Aaron and teased him about not having offered a review copy to Darren Meer of Atari Explorer Magazine...after all, EXPLORER was right across the booth from them. BOY! You should have seen those kids move!!! Next thing I know Mike and Darren are holding their registered copy of Freeze Dried Terminal! :) Thanks, Aaron.

Tom Harker of ICD was splitting his time between Glendale and the AmiExpo, as was Liz and Kevin Mitchell. John Nagy took in a demo of The Wand and was promptly separated from his money. I want one, too. This was the first show as representatives of Atari Explorer for Mike Lindsay and Darren Meer. They fit in with the Glendale crowd just fine, and enjoyed a warm welcome. :) That means they didn't take too many hits for being Atari employees!! :) :)

I'm sure that I've missed lots of stuff, I'll have to dig out the show floorplan to get it all...this is long enough. We did make sure that once Darlah had a room, she got Mexican food. Drove up to the restaurant just in time to let the gang out of the van and hear them call us to be seated. Great timing...great people, great food, and lots of fun!!

Thanks to everyone that made this such a wonderful event for us to participate in. Next year, we may actually have a closer hotel in the Red Lion Hotel in Glendale. The hotel is under construction now, and

they are VERY anxious to speak to us about having the show there. I've always preferred having everything under one roof! :) I'm sure that JKT will keep us all posted.

PS- Saw Dave Small in Sunnyvale today. He's completely recovered from his Saturday plane fiasco. Poor man was really thrashed when he finally made it to the show!!

From Dorothy Brumleve (Kidprgs) - Msg. 265 -

OK...I think I've recovered now.

This was a fun show! I enjoyed meeting Hutch's (Fair Dinkum) wife Patty and sharing a neighboring booth. We were side by side at Toronto, too, and will share a booth at WAACE, so we will probably be mighty sick of each other come October, but for now, it was cool. ;-)

It was great to see Chris Roberts' (Dragonware) precious -- and precocious -- young children working wonders with my wares. I met several GENIE users, maybe for the first time (my memory isn't so good ;-), notably Bill Storey, whose remarks here in the BB often bring us back to Earth. Met some employees of ICD I hadn't known before, too. There were an unusual number of school-related inquiries at this show -- and teachers coming to the booth. Got to know all the smokers at the show really well.

I bought "primate disk #1" from BioIllustrations to add to my skull collection. They have wonderful clip art, worthy of use for serious and scientific purposes. Of course, I am more likely to use the disk to prepare dart board backgrounds and other utilitarian paraphernalia. ;-)

Many thanks to my chauffeurs, Bob Brodie, Tom Harker, and Mark Booth, who proved once again that people who have good friends don't need to rent cars. Thanks to Norm Weinress for accepting my UPS shipment and ferrying my software to the show. Thanks to Tara, JKT, and crew for providing booth equipment and amenities in a timely manner. One customer brought his young son in to meet me on Sunday after he'd bought one of my programs on Saturday; it's always a thrill to meet the actual _users_ of my programs. Another customer brought in a buggy printout from Multiplay; since I was selling the latest version at the booth and I could have sworn I'd fixed that bug, I was relieved to discover that he'd bought an older version at a dealer. Get your upgrades, folks! Upgrades to Multiplay 3.4B are _free_ for the asking. I did an especially good business with Multiplay, selling out of the copies I'd brought; Kidpublisher Pro and KP upgrades went swiftly, too. Can't seem to convince many people to buy my personal favorite, Kidpainter, these days. I dunno. Probably they already had it. ;-)

So, see you next year?

Until next week.....

"..an excellent new product"

VISA <> M/C <> # _____EXP.
DATE / /

SIGNATURE _____

	US \$	CDN \$
INVISION Elite	\$95.00	\$110.00
Shipping and Insurance	5.00	5.00
	-----	-----
Total	\$100.00	\$115.00

Ontario residents, please add 8% Sales tax. Canadian customers please include 7% GST

This is the official announcement for the ultimate in black and white imaging software: INVISION Elite.

INVISION Elite is a program which allows you to create sophisticated black and white raster images. Stretch! Skew! Bend! Rotate! Thin! Thicken! Copy! Outline! Anything you want! If you can think of it, INVISION Elite can probably do it. Using images that you create in the program, or ones from other sources, you can manipulate your graphics in a hands-on manner to achieve stunning visuals. INVISION Elite's easy-to-use processing features give you limitless possibilities. Try it and you'll probably surprise yourself!

In addition to standard paint program features, (paint, draw, copy, paste, etc.) INVISION has many features which make it indispensable to anyone serious about creativity and irresistible to anyone who likes to have fun while working.

INVISION Elite is a fully GEM based program featuring a slick and surprisingly simple icon interface. It's design is clean and direct. It works like you do. You'll never be confronted with confusing lists of options or menus and its astounding array of commands are organized in a fashion that lets you get results right away. You spend time working on your image rather than the interface.

INVISION Elite supports up to seven images, each in their own window, with image size limited only by memory. INVISION is full of powerful functions including: Gradient fill, Image Bending, Bezier Curves, Outlining, Smoothing, Rotation, Skewing, Mirroring, Atari Clipboard Support, Instant access panning, and much more. This is a _very_ slick, powerful, and fun-to-use program. It requires a monochrome monitor and is compatible with large screen monitors.

Try the demo version and release the creative genius within you!
It is available for downloading now.

The release date for INVISION Elite is September 17, 1992.

The Suggested retail price:
USA \$129.95 --- \$149.95 Canadian.

For further information, please contact:

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> GLENDALE RTC STR FOCUS!

SHOW WRAP-UP AND COMMENTS

Monday Night Real Time Conference

Sept. 14, 1992

After the Glendale Show

with John King Tarpinian, Bob Brodie
and John Nagy

Host - Lou Rocha

<[Lou] L.ROCHA> Good evening and welcome to the show after the Show. Thanks to John King Tarpinian, Bob Brodie and John Nagy for joining us. Let's begin with opening comments from organizer John King Tarpinian.

<[The King] JOHN.KING.T> The attendance for Saturday 1784 and on Sunday 607 for a total of 2391. The exhibitors that were at the show were as follows:

* * * * * PRESS RELEASE * * * * *

ATARI CORPORATION
THE COMPUTER NETWORK
COMPUTER SAFARI
OREGON RESEARCH ASSOCIATES
CLEAR THINKING
D.A. BRUMLEVE
SUDDEN INC
FAIR DINKUM TECHNOLOGIES
MICRO CREATIONS
BRANCH ALWAYS
MID-CITIES COMP-SOFT
FREEZE DRIED SOFTWARE
McDONALD & ASSOCIATES
WINTERTREE SOFTWARE
BEST ELECTRONICS
JMG
COMPO
ICD
S.D.S.
CODEHEAD
FAST TECH.

LEXICOR
MIGRAPH
DRAGONWARE
GENIE
DMC (ISD)
BECKEMEYER
BIO ILLUSTRATIONS
GRIBNIF
GADGETS BY SMALL
ZUBAIR INTERFACES
ST INFORMER MAGAZINE
ATARI EXPLORER MAGAZINE
Z*NET
ATARIUSER MAGAZINE
That is it. Questions...

<[Lou] L.ROCHA1> Thanks John. Let's check with Bob Brodie before questions. Bob?

<[Bob @ Atari] BOB-BRODIE> Thanks, Lou. We were very impressed with the upbeat mood of the crowd, and the sales that our dealers reported. Even though the attendance was a little bit down this year, the dealers reported higher sales. So we were very pleased. In addition, we had a chance to spend quite a bit of time with Jerry Pournelle. And he was impressed.

All in all, a very upbeat, postitive weekend. Lots of interest in developing new products for the Atari Falcon030, and a number of dealer inquiries as well. Dealer inquiries at a user group show are quite rare, so I was VERY impressed.

<[The King] JOHN.KING.T> The retailers has greater sales \$\$\$ this year than last. They were very pleased.

<[Lou] L.ROCHA1> Thanks Bob and John. John, how did this show compare from an attendance viewpoint with previous shows at Glendale?

** <[The King] JOHN.KING.T> disconnected.

<[Bob @ Atari] BOB-BRODIE> Well, Lou I can answer that one. :)

<[Lou] L.ROCHA1> Ooops.... OK Bob... you're relief pitching.

<[Bob @ Atari] BOB-BRODIE> Last year's show had over 3,000 people in attendance. We attribute part of the drop in attendance to the lack of advertising Atari was able to provide the show this year. Plus there were several other unfortunate events related to advertising that hindered attendance.

For example, EXPLORER was supposed to run an ad, but didn't. On the other hand, Mid Cities SOLD OUT of TT's at the show, and bought more from us at the show to fill their orders. GA

<[Lou] L.ROCHA1> Thanks Bob. Nathan has the first question.

<[Nathan @ DMC] POTECHIN> Congratulations on this year's show. Under the circumstances I think the turnout was great. Who WON the FALCON 030 and did they take delivery at the show? So I can make them an offer. ;-) GA

<[Bob @ Atari] BOB-BRODIE> The Atari Falcon030 was won by Jason Spoor, and he did not take delivery at the show. I don't think he's accepting offers. His personal unit broke down 6 months ago, and he's been borrowing his club's CPU. Quite a replacement program, eh? :)

<[Nathan @ DMC] POTECHIN> I'm glad to see an Atari enthusiast won it at least! ;-) Thanks.

<[Bob @ Atari] BOB-BRODIE> Jason is one of our STALWART voluteers.

<[Lou] L.ROCHA1> James French has a question.

<[James] J.FRENCH2> Can you elaborate on the interest shown by Jerry Pournelle?

<[Bob @ Atari] BOB-BRODIE> Jerry indicated that he was very impressed with the sound capabilities of the Atari Falcon030. And that he thought the machine was a very positive step away from the "same old thing" that we see from the Macs and PCs. He felt that based on what we showed him, he wanted to have an Atari Falcon030. And we are making plans to give him a fully decked out unit, with all of the appropriate software, shipped in a single case.

<[The King] JOHN.KING.T> I walked Jerry around the show floor. He was impressed by the Lexicor booth and spent quite some time at the GENie booth. Mario was in doing the Calamus SL class so he was not able to show off Calamus SL. Better luck next time Nathan.

<[Lou] L.ROCHA1> John Nagy... a comment?

<[John Nagy] ATARIUSER> The audience LOVED the first looks (and listens) of the Falcon! This show had the same number of visitors as the Glendale of TWO years ago. Last year was up a thousand from this year's 2400. I found no dealers or developers who were UNhappy. All of them said they did well, and were happy to see the level of interest that was shown at the show.

I sat in on the Jerry P. demos, and he was intrigued. And promised coverage, as he is interested in viable challenges to the MAC/PC wall.

<[Bob @ Atari] BOB-BRODIE> Jerry was quite pleasant. I enjoyed our time with him thoroughly.

<[John Nagy] ATARIUSER> It was great as always to catch up with the friends we have made across the wires... and see new products continue to come out.

<[Lou] L.ROCHA1> Bob, would you like to comment on interest shown in the Falcon?

<[Bob @ Atari] BOB-BRODIE> Lou, you mean in general, or regarding the press?

<[Lou] L.ROCHA1> Whichever...

<[Bob @ Atari] BOB-BRODIE> In general, Bill Rehbock was mobbed by people on the stage while he was giving Falcon030 demos.

<[The King] JOHN.KING.T> There was always a crowd around the Falcon.

<[Bob @ Atari] BOB-BRODIE> We had a crowd of at least four people deep all the time around Bill.

<[Bob @ Atari] BOB-BRODIE> It was EXTRAORDINARY. I also couldn't help but notice that many of the same questions are being asked over and over. The typical questions were "What is the price?", "When will it be available?", "What are the specs?" , etc. We need to make sure that Sam's Falcon030 conference gets better distribution. :)

<[John Nagy] ATARIUSER> The sound demos, where Bill used the twin microphones, plugged into the Falcon with no additional hardware, using the software that will come with every Falcon... were wonderful. The sound is true CD quality. Remember the first time you ever heard a CD? And how it made your hair tingle? The Falcon did that all day.

<[Lou] L.ROCHA1> I take it the MIDI people were crazy about the Falcon?

<[Bob @ Atari] BOB-BRODIE> The Music people went NUTS, so did the sound specialists. Scott Gerschwin of SOUND DELUXE showed up, and was VERY IMPRESSED!

<[John Nagy] ATARIUSER> Scott Gerschwin (Born on the 4th, JFK, Honey I distorted the kids) was dazzled, as was Stevie Wonder's road manager... and they WANT Falci. (Falcons?)

<[Lou] L.ROCHA1> I'd like to get a developer's viewpoint for a minute. Dorothy Brumleve, care to share your experiences?

<[Baaad Dot!] D.A.BRUMLEVE> OK. I enjoyed seeing many of my customers once again. I had a new product for this show, that is, one I didn't have last year. So I sold a bunch of Multiplays! I enjoy the California ambiance. ;-) I'd like to thank Atari for once again supplying my show equipment. Worked great! And I'd like to point out what I thought was an especially professional touch by HACKS... They provided vendors with real BUTTONS with a nice show logo and the vendor's name.

<[John Nagy] ATARIUSER> And we loved your multicolor pants, too, Dot!

<[Lou] L.ROCHA1> Thanks Dot. We have a question from G.Cross. Gerry?

<G.CROSS> Bob, are there any press kits available on the Falcon that can be sent out to user groups? We do put out newsletters, you know?

<[Bob @ Atari] BOB-BRODIE> Gerry, the press kits are in development at this moment. I even got FEDEX shipments at the hotel with revisions in them, and had a stack of them waiting for me when I got back. When the material is done, we'll upload them here, as well as make sure they get out to all your favorite publications.

<[John Nagy] ATARIUSER> Jerry, Look for photos and lots of information in this and next AtariUser. I'm perusing the photos as we type.

<G.CROSS> Some IMG pictures would be nice.

<[Bob @ Atari] BOB-BRODIE> Noted... maybe GIFs, though.

<[Lou] L.ROCHA1> Thanks Gerry. James French has a question.

<[James] J.FRENCH2> Does the current version of Notator work on Falcon?

<[Bob @ Atari] BOB-BRODIE> James, I'm told that it does, as well as the beta versions of Notator that we have in house that are in developement for future sales to Notator customers. We are working very closely with C-Lab to ensure their products will work fine on the Falcon. They have some exciting new things planned for their products....but I can't tell you about them!

<[Lou] L.ROCHA1> Follow up James?

<[James] J.FRENCH2> Can you give any details as to what the direct to disk program does? (Other than record direct to disk? :) GA

<[Bob @ Atari] BOB-BRODIE> Gee, James...that's exactly what it does, and there are a number of devs working on that. Check the transcript from Bill's CO for details.

<[Lou] L.ROCHA1> Thanks James. Harj Nagra is next.

<H.NAGRA1> Do you know what Jerry Pournelle means by a "new form factor" for the Falcon in November? Is that a new case design for the Falcon? ga

<[Bob @ Atari] BOB-BRODIE> No, I'm not sure what Jerry means. I've only heard about the post. He did indicate that he would prefer a tower case. He hates our function keys, too. But we told him that there are plenty of other people putting units in Towers, like Mid Cities CompSoft...who do it to TT030s all the time.

<H.NAGRA1> What was actually demoed on the Falcon for Jerry? He seems quite impressed.

<[Bob @ Atari] BOB-BRODIE> Re the demo, lots of stuff. :) We showed him a true color slide show and a program that Leonard wrote that allows you to record sounds in real time and manipulate them via the DSP and a few other things. He made it very clear that he wanted one...as he handed me his address.

<[John Nagy] ATARIUSER> New products that impressed me: GEMulator. Worked very well, very satisfying--on a 486/33MHz (\$\$) PC. Full page scanner from Migraph. I bought it on sight. Tape backup software from Beckemeyer. PowerDOS from Dragonware. The LINK from ICD. Hyperlink, in an improved version, from JMG. Calamus SL, still and forever. Lee Seiler's arsenal of STUFF, amazing graphics. When he explains what he does, you realize how you don't even have enough understanding to listen appropriately (don't quite know the proper times to nod). And Mark Booth's sound sample disks. Top notch.

<[Lou] L.ROCHAL> OK. Let's get another developer. Charles...?

<[No Biscuit!] CODEHEAD> Hi folks. We really had fun this weekend, and want to thank HACKS for their usual terrific attitudes and support!

<[The King] JOHN.KING.T> We just supply an empty room. If it was not for the fine developers in the Atari community we would not be able to do a show. Atari always comes thru for us, too.

<[No Biscuit!] CODEHEAD> I got to talk to a lot of our customers and that's always enlightening and stimulating! The response to our new modular screensaver built into Warp 9 was, er, excellent, to say the least.

<[John Nagy] ATARIUSER> Tell more about the screensaver in the Warp 9, Charles and how sales went and went and...

<[Bob @ Atari] BOB-BRODIE> What about the sensational new CodeHead shirts, too!!!

<[The King] JOHN.KING.T> Yes Charles, Don't keep us in the dark.

<[No Biscuit!] CODEHEAD> Well, the new screensaver is called
<fanfare> Extend-O-SaveSave.... Save....(hard to simulate echoes in ASCII)...

<[Bob @ Atari] BOB-BRODIE> Gotta have it

<[The King] JOHN.KING.T> It is a must own...

<[No Biscuit!] CODEHEAD> It's a modular screensaver similar to After Dark for the Mac or PC, in that external modules.... can be loaded and removed, and programmer's documentation has been made public. I just finished uploading the programmers' docs earlier tonight, in fact... So as soon as the sysops clear it, all you programmeroid types out there can start turning all those neat screen hacks into screensaver modules... :)

<[Lou] L.ROCHAL> Thanks Charles. We have a few questions. Gerry Cross?

<G.CROSS> John, some info on that tape backup software please? And did Derek get that problem with the mouse movements fixed?

<[John Nagy] ATARIUSER> The mouse moves on the Gemulator were not particularly noticable by me... and Beckemeyer has their info online here. You can install any SCSI tape mech and run their software.

<[John Nagy] ATARIUSER> Back to the Falcon... the pictures displayed on the old faithful SC1224 color monitor (ST/1985 vintage) were dazzling. To think that the old CGA quality monitor can look that good... as good as ANY SVGA PC display for graphics. And to think that ST High Res can be used on a COLOR monitor (or TV!) now... with the Falcon. Whew. Looked better than I imagined. Even the RF output was SHARP.

<[Lou] L.ROCHAL> John King Tarpinian.... please comment on the organization of the show.

<[The King] JOHN.KING.T> I am proud to say that we have the BEST

volunteers around. I think the developer community is a bunch of swell people and ATARI always comes thru for us. This is our 6th show and the large details are easy. The little details need attention but that is OK. I get a warm fuzzy feeling after the show.

<[Lou] L.ROCHA1> Thanks King. We all know the value of volunteers. You must all be very tired. And pleased.

<[The King] JOHN.KING.T> Yes, proud as a poppa. I still have to get together with Bob and John to find out what really happened at the show.

<[Lou] L.ROCHA1> Harj Nagra has another question.....

<H.NAGRA1> Codeheads: Did you show anything new for the Falcon ?

<[The King] JOHN.KING.T> There were some old programs that Charles showed for the Falcon. :~}

<[No Biscuit!] CODEHEAD> We have some plans in the Falcon direction, but since we don't have access to one as yet, we had nothing to show at Glendale.

<[The King] JOHN.KING.T> By the way, there is a truck loaded with about 1/2 million dollars in ATARI equipment somewhere on Interstate 5 about now.

<[Lou] L.ROCHA1> Thanks Charles. James French has another question.

<[James] J.FRENCH2> Were there any games shown for the Falcon?

<[Lou] L.ROCHA1> Who would like to answer the game question?

<[Bob @ Atari] BOB-BRODIE> I'll grab that, Lou. James, there are several games that will be shipped with the Atari Falcon030, Landmines, BreakOut, and... I forget what the other one is. They all have terrific sound, and really, really good graphics. This show was not intended to be a showcase for the Atari Falcon030, but rather to be a place where our faithful users could come ... and in addition to everything else that the Glendale Show has done so well, see a brand new Atari product for the first time.

<[Lou] L.ROCHA1> Two questions.... first Vern Hutz then Harj Nagra again.

<V.HUTZ> It has been pointed out to me that a lot of developers are saying Atari who? to each other but developing full speed ahead ? Is that true? GA

<[Bob @ Atari] BOB-BRODIE> I'm not sure that I follow the question, Vern. And what does it have to do with the Glendale Show? :)

<[Lou] L.ROCHA1> Try again Vern, please.

<V.HUTZ> Is there a large dev base?

<[Bob @ Atari] BOB-BRODIE> Well, we certainly do not pretend to have the same number of developers as the DOS world, or the Mac.

But we have been VERY pleased at how many developers are interested, and we actually signed up developers at The Glendale Show!

By a weird twist of fate, there was an Amiga Show in Pasadena, about 15 minutes from the Glendale Show. We were visited by a number of the AMIGA developers at the show. We also made certain that we provided developer docs re the Falcon030 to all of the developers in attendance at the show.

<[The King] JOHN.KING.T> I can verify that because I brought some to Bill Rehbock myself and they thanked me afterwards, the developers, that is.

<[Bob @ Atari] BOB-BRODIE> I couldn't hardly move without being asked about developing for the Falcon030...it was amazing.

<[John Nagy] ATARIUSER> It was interesting to note, as Jerry Pournelle did, that the NExT developers think the Falcon may make MUCH LARGER audience for their software, particularly DSP applications.

Atari may sell hundreds to thousands of their software applications for each one that goes to a NExT owner... by comparison, Atari is the HIGH VOLUME producer. Ironical.
<[Lou] L.ROCHA1> Thanks Vern. Harj Nagra has another question then B. Malatesta.

<H.NAGRA1> How bad is the interlace flicker on the TV output of the Falcon? As bad as the Amiga or better? Also can we order Falcon docs now?

<[John Nagy] ATARIUSER> Impartial opinion on Flicker: I can live with the Falcon flicker. It does not appear in most graphic screens. I CAN'T live with Amiga flicker. And use an SVGA monitor, and you won't flicker. At all. Nope. None.

<[The King] JOHN.KING.T> The flicker on the Falcon does not give you the eye strain the Amiga flicker does.

<[John Nagy] ATARIUSER> Nore on a TV... where the persistence of the screen is longer.

<[Bob @ Atari] BOB-BRODIE> Oh, the flicker question. :) John's right, especially on an SC1224. On a SC1435 it's not as bad...and John's right again. :) No flicker on a higher quality monitor. Remember the flicker comes when you are running an SC1224 at 640x480x256 colors.

<[John Nagy] ATARIUSER> I'm intrigued at the way the Falcon knows what output to give, based on whatever is plugged into the monitor port. Neat.

<[Bob @ Atari] BOB-BRODIE> Which is to say that it happens at a rez that we had never intended that monitor to work at. :) Is that it?

<[Lou] L.ROCHA1> B. Malatesta has a question. Please direct it to the intended person ;-)

<B.MALATESTA> OK My question is based on the Gemulator and how Atari feels about it? Also does that thing work.

<[Lou] L.ROCHA1> B.M.: Atari Corp. or the Atari computer?

<B.MALATESTA> Atari Corp itself.. Can it hurt or help Atari?

<[Bob @ Atari] BOB-BRODIE> Ooops, that must mean me! :) Well, Bernard, I've been on record many times as saying that as long as Derek purchases genuine Atari TOS chips, he will have no problems with us. And this is only after checking with the highest level of management here. Jack personally signed off on selling Derek roms. I've seen Gemulator work, but personally, I'm not a prospective customer.

<[John Nagy] ATARIUSER> An opinion from the sidelines: the GEMulator will open few sales for software devs. It will give people who move platforms a way to use (quite well, too) their old software. But it does NOT in any way, beat having an Atari.... it's EMULATION. And WAYYYYY behind a Falcon.

<B.MALATESTA> Lots of my friends have left Atari for PC's, including myself. Though I do still own an Atari. May I get in one more question? The Falcon... can it work on a 72hz monitor NEC 5fg and what highest res?

<[Lou] L.ROCHA1> Too bad Rehbock isn't here again ;-)

<[Bob @ Atari] BOB-BRODIE> Please check the transcript from Bill Rehbocks's CO. If it is a MultiSynch, VGA or higher, it should be fine. I'm not prepared to address a particular model of monitor tonight, sorry.

There are pros and cons to using the ST color series vs. higher rez monitors, specifically OVERSCAN VGA monitors will not, by definition, overscan. On the other hand, you can buy monitors that will do that, but they will be REALLY pricey...>\$700

<[Lou] L.ROCHA1> Say.... we have a MAJOR developer waiting to comment. Ringo Montfort from Lexicor.

<[Ringo] LEXICOR2> First I would like to thank all of the users that attended the show! Also John King for all the work and ATARI Bob B for all of the support. It was a great show for all. WE had a good time showing the hot new demos. I got to see a large number of the Online personnel. That was nice. Thanks to all. John King, let me know how the rest of the show was I only got to see some of it.<GRIN>

<[The King] JOHN.KING.T> Ringo: I was going to ask you to do the same for me.

<[Lou] L.ROCHA1> Thanks Ringo.

<[Lou] L.ROCHA1> OK.. it's real late here on the east coast and we are going to wrap the formal part. Closing comments from our guests.... John King Tarpinian, John Nagy and Bob Brodie. JKT?

<[The King] JOHN.KING.T> This show has become a ritual end of Summer for me. It is good to see friends that I only see once a

That is the most important part for me. Also, I feel like I am helping our Atari community. Since I cannot program this is the best I can do.

>[John Nagy] ATARIUSER> It was another winner. I'll know more about the show after I read my report this weekend in Atari Explorer Online.... Really, it takes a serious sit-down with the videotape, photos, notes, and a million handouts (some devs noted that they should have charged for their flyers and given away the software!)

<[The King] JOHN.KING.T> Thanks John for bringing out this point. I keep taking for granted how great our volunteers are. That and the leather...

<[Bob @ Atari] BOB-BRODIE> We are thrilled that the Glendale Show was once again so successful. Congratulations are in order to John King Tarpinian, Tara Jacobs, and all the rest of the volunteers that we have in Southern California. As usual, they did a first class job in putting on the show, as well as ensuring that every exhibitor was well cared for. We look forward to next year's show, which we HOPE will be in the NEW Red Lion Hotel Convention Center in Glendale...actually within the Hotel itself.

<[Lou] L.ROCHA1> THANKS to our guests and all our visitors. Hope you enjoyed this conference. Next week join us for part ONE of the CODEHEAD Double Header.

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> Style & Stipple STR InfoFile      VERY powerful Graphics Utilities
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Zocra Technologies

Announces:

STyle*

The Atari ST/STE/TT Image File Manipulator

(a "big brother" for our file viewer "STipple")

*"noun: a particular form of composition, construction or appearance"

STyle OVERVIEW

STyle is a program for viewing, manipulating, translating and saving graphic images on the Atari ST, STE and TT series computers. STyle supports a wide variety of graphic image file formats ranging from computer dependant formats such as NEO, Degas and MacPaint to hardware independent formats such as GIF, TIFF, EPSF and CP8.

STyle allows your ST to manipulate graphics created on a PC, an Amiga, or whatever, even if the original image has more colors or pixels than the ST can display. For example a 256 color image can be loaded, clipped, rotated and saved without any loss of color information even on a monochrome ST. Likewise STyle will load and manipulate any ST graphic in any resolution. It also allows you to convert your Atari ST images into other formats such as GIF, PCX and TIFF for exchange with other systems.

STyle has a rich rendering feature which allows an image to be drawn using an arbitrary number of colors and using an arbitrary color palette. The rendering includes both gray scale and color dithering. Color dithering can even be performed using the color palette from another image.

STyle is GEM-based and operates in all ST, STE and TT resolutions. When an image is loaded it is stored in memory in full detail, and an on-screen version (a raster) is rendered for display purposes. The on-screen version is a quick rendering which uses the colors available in the current resolution. Each image in memory is represented by its on-screen version (its raster) which appears in its own scrollable window. The rasters can also be displayed full screen.

All images can be clipped, scaled, rotated, flipped and rendered for any target resolution or machine. The number of bit planes used to store the image in can be adjusted and the colors used can be remapped to remove voids in the color table. Color images can be converted to gray-scale. Gray scale images can also be softened, sharpened, scaled using interpolation, and have their gray values redistributed by scaling or normalization.

Both the image and its on-screen raster can be saved in a variety of Atari and non-Atari formats.

HOT STyle FEATURES

- * Easy to Use!
Simply select "Load Image" and select the file. An on-screen raster representing the loaded image will appear in its own window.
- * Resolution Independent Image Load/Manipulate/Save.
Images can be loaded, manipulated and saved without loss of color information in any resolution including monochrome.

- * Resolution/Machine Independent Rendering.
Images can be rendered using any number of colors or shades of gray with any size color table. Color render also includes an adjustable near black filter and specification of color order. Three color allocation routines are available.
- * Color Dither!
Images can be rendered in color either by painting or dithering. The color dither is slower but produces fantastic images in 16 color mode.
- * Render using External Color Palette!
Images can be rendered using the color palette of another image. (Image palettes can be saved in .RGB files for this purpose.)
- * Adjust Pixel Precision!
The number of bit planes used to store the image can be adjusted. An increase can be used to save the image in a higher resolution format, a decrease can be used to perform compaction (de-fragmentation) of the color table.
- * Redistribute Gray Scales!
The shades of gray in an image can be remapped to any number of grays. The values can be either scaled or normalized.
- * Two Gray Dithers!
Images can be rendered in grayscale using two dithering routines; dispersed and ordered. The pattern size used by the ordered dither is adjustable. The user can enter the number of shades of gray to use. Three transforms are available.
- * Two Clipping Methods!
Images can be clipped using the window boundaries or by a simple mouse-click and drag.
- * Variable Image Sharpening!
Blurry images can be "sharpened" by a variable amount.
- * Variable Image Smoothing!
Noisy images can be "smoothed" by a variable amount.
- * Full Transformations!
Images can be flipped horizontally and vertically as well as rotated left and right.
- * Two Color to GrayScale Conversions.
Numerical averaging or perception based averaging can be used to turn a color image into a gray scale image.
- * Arbitrary Scaling!
Images can be scaled by arbitrary percentages, from 5% to 500%. Individual horizontal and vertical scaling provided.
- * Two Image Scaling Routines!

Images can be scaled with "Scale Fast" which uses pixel duplication/removal. Gray scale images can also be scaled with "Scale Well" which uses pixel interpolation.

- * Two Editing Modes!
Images can be "Edited in Place" or "Edited in New Window". Edit in New Window produces a new image whereas Edit in Place overwrites the existing image. Edit in Place is for use when memory is tight.
- * Full Screen Mode!
Simply press "Escape" and the image fills the screen. Use keypad to scroll, function keys to change windows.
- * Full Screen File Save Preview!
Full screen mode shows clipping when saving in NEO, Degas, Tiny, MacPaint and MacStartupScreen formats.
- * Full STE and TT Support!
Fully supports STE/TT 4096 color palette and all TT resolutions. TT low support includes 256 color mode and 256 grayscale HyperMono.
Additional image save options for TT screens. (.PI5, .PI7 and .PI8)
- * Memory Indicator!
Shows percentage of memory used and available.
- * Image Histogram!
Displays bar chart of pixel occurrence versus pixel value.
- * Full Image Information!
Displays image properties including size, number of colors, bits per pixel, number of ST and STE colors, size of color table, and more.
- * Customizable display!
Windows can appear with or without information bars. Color images can appear in color or in gray scale. The ST or STE palette can be used for the on screen displays. These "preferences" can be saved to disk.

STyle DETAILS

The following image file types can be loaded and saved:

IMG, TIFF(packbits only), EPSF, PCX, GIF, BMP, NEO, Degas, Degas compressed, Tiny, MacPaint, Mac Startupscreen, CP8, FastLoad (.FL), AIM (.IM).

Images can also be loaded in the following formats:

IFF(Amiga, HAM and ST) and LBM.

STipple is written in C and assembler using Borland International's Turbo C and Turbo Assembler.

STyle DEMONSTRATION

For a demonstration of STyle look for STYDEMO on your favorite BBS.

STYDEMO is a trimmed down version of SType which will let you try out most of SType's features.

Also available from Zocra Technologies

STipple*
The Atari ST/STE/TT Image File Viewer

*"noun: dotted painting, giving gradation of shade."

STipple OVERVIEW

STipple is a program for viewing, translating and saving graphic images on the Atari ST, STE and TT series computers. STipple supports a wide variety of graphic image file formats ranging from computer dependant formats such as NEO, Degas and MacPaint to hardware independent formats such as GIF and CP8.

STipple allows your ST to show graphics created on a PC, an Amiga, or whatever, even if the original image has more colors or pixels than the ST can display. Likewise STipple will load and display any ST graphic in any resolution. It also allows you to convert your Atari ST images into GIF and MacPaint formats for exchange with other systems.

STipple has a rich translation feature which will translate between a number of graphic file formats without first converting them to an ST resolution. This file-to-file translation allows conversion without a loss of image quality. Conversions include GIF, Spectrum 512, and AIM.

STipple is GEM-based and operates in all three ST resolutions, and five of the six TT resolutions. When an image is loaded it can be scaled and then rendered with a variety of painting and dithering options. Images can be scaled prior to dithering for maximum picture quality. Once loaded and rendered, images are displayed in scrollable windows.

The on-screen images (rasters) can be clipped and scaled and their colors can be edited. The resulting image can be saved in a variety of Atari and non-Atari formats.

HOT STipple FEATURES

-
- * Easy to Use!
Simply select "Load Image" and select the file.
 - * Color Dither!
Images can be rendered in color either by painting or dithering. The color dither is slower but produces fantastic images in 16 color mode.
 - * Two Gray Dithers!
Images can be rendered in grayscale using two dithering routines.
 - * Edge Enhancement!
Blurry images can be "sharpened" prior to any gray dither by selecting "edge enhancement".
 - * Arbitrary Scaling!
Images can be scaled by arbitrary percentages, from 5%

to 500%. Individual horizontal and vertical scaling provided.

- * Pre Dither Scaling!
Scale image before dithering for maximum image quality.
- * Color Editor!
Edit image colors with a moveable menu!
- * Full Screen Mode!
Simply press "Escape" and the image fills the screen.
Use keypad to scroll.
- * Full Screen File Save Preview!
Full screen mode shows clipping when saving NEO or Degas screens.
- * Resolution/Size Converter!
A monochrome image can be converted to a 4 or 16 color image reduced in size. Likewise a 4 color image can be reduced to a smaller 16 color image.
- * STE Support!
Fully supports STE's 4096 color palette.
- * TT Support!
Supports TT Medium and TT High. (TT Low not supported yet.)
Additional image save options for larger screens. (.PI5 & .PI7)
- * Overscan and large screen monitor support!.
Full Support for non-standard resolutions.
- * Includes BONUS UTILITY PROGRAM FixPaint!
Remove Mac Headers from Mac GIF files.
Place Mac Headers on headerless MacPaint files.

STipple DETAILS

The following graphic file types can be viewed and translated:
NEO, Degas, Degas compressed, GIF, PCX, IFF, LBM, MacPaint, Mac
Startupscreen, CP8, FastLoad (.FL), AIM (.IM).

Images can be saved in the following formats:

- Note: Unlike STyle you can only save in the current resolution.
- Examples: Neo only in ST Low/TT Medium. Mac only in ST High/TT High.
NEO, Degas, GIF, MacPaint, Mac Startupscreen, FastLoad.

Graphic files can be directly converted to the following file types:

- Note: Direct translation is resolution independent.
GIF, CP8[3], Spectrum 512 (SPU), AIM, CP8[1].

STipple is written in C and assembler using Borland International's Turbo

C and Turbo Assembler.

STipple DEMONSTRATION

For a demonstration of some of the features found in STipple try ViewGIF 1.2, STipple's shareware predecessor. STipple is more powerful, faster and easier to use than ViewGIF.

----- Clip Here -----

ORDER FORM - STyle 1.0 - The Atari ST/STE/TT Image File Manipulator
STipple 1.0 - The Atari ST/STE/TT Image File Viewer

Remit To:

Zocra Technologies
4-319 MacKay St.
Ottawa, Ont.
K1M 2B7
CANADA

Payment:

STyle includes 38 page user's manual. STipple includes 28 page user's manual.

ITEMS:

STyle 1.0.	
\$35.95 US / \$42.95 CDN	_____
Discounted STyle 1.0 for STipple 1.0 Owners.	
(Include STyle serial number with order.)	
\$20.95 US / \$24.95 CDN	_____
STipple 1.0.	
\$29.95 US / \$34.95 CDN	_____
Discounted STipple 1.0 for STyle 1.0 owners.	
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STipple 1.0 and STyle 1.0. One low price!	
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PLUS:

Applicable taxes (Canada only!).	
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\$2 US for shipping and handling if outside US/Canada	_____

MINUS:

Credit owing at Zocra Technologies.	_____
(Provide letter stating credit from Zocra Technologies.)	

TOTAL:

(Use money order or certified check for faster turn around!)	_____
--	-------

Send To: Name: _____

Company: _____

Serial Number: _____

(From STyle or STipple if using discounted price.)

LINE and HCLN debug hunks can be generated so that debuggers (including Mon version 3) can track the source code that corresponds to a given address and vice versa.

The range of options has been extended and options may now be specified by name rather than using cryptic letters. Command line support has been enhanced to allow the setting of labels and otherwise unavailable options. Options are also read from a default file and this can be created using the editor.

The assembler now gives an indication of where in a line an error was detected. The full range of relational operators are now supported.

Options have been added for listings on pass 1 and for tracing conditional assembly. The use of privileged instructions can now be controlled using the SUPER and USER options.

Further optimization facilities are provided.

The CARGS and RADIX directives have been added.

\# may now be used as a synonym for NARGS in macros and the macro.w feature has been added for macros that must generate code on even boundaries. \? may be used to find the length of a macro parameter.

Default module names are more descriptive.

The Debugger

The front panel window display of Mon can now be organized as you wish. Windows can be split horizontally, vertically and also stacked in order to extend the number of available work areas. Each stacked window may be locked to an arbitrary expression allowing interactive monitoring of complex data structures.

Any number of source files may be loaded into each window along with any associated line number debugging information such as that output by Gen. Multi-module programs can thus be single stepped line by line from your original source file. Two powerful new operators are provided which convert a program address into a source line number and locate any part of the program from its position in the source.

This line number debugging information is also produced by Lattice C (version 5.0x and up), HiSoft BASIC 2 and HighSpeed Pascal (version 1.6 and up). This makes Mon an ideal medium level debugger for these languages.

Monitor "understands" the new video modes, 68030 and 68881 registers and instructions and the TT memory map. It also includes commands to read and write individual hardware ports via the Query Port and Transfer to Port commands, compare memory and dynamic symbol table loading. The full range of relational operators are now supported.

Integration

The integration of the package has been further enhanced so that the Next Error (Alt-J) command now works in multiple files and the assembler and debugger will read include files from memory without the need to save these to disk. The full range of assembly and debugger options is now available via the editor option dialogs.

PMC Is now taking orders for our FREE Infinite Computer Books catalog which contains over 2000 computer books which covers general computer topics, and specific computers: Amiga, Atari 8-bit, Atari ST, Commodore, Macintosh, IBM, Windows, and others. If you a computer book, we probably have it. We also buy and trade new and used books.

XTRA-RAM ST DELUXE

Purple Mountain Computers, a full service Atari dealer, is now stocking the world famous Xtra-RAM ST Deluxe memory upgrade.

Over 15,000 of these babies have been installed in ST's world-wide!

- o no soldering
- o uses ANY 1 megabyte SIMM (1x9, 1x8, and all variations)
- o upgrade to 1, 2.5, or 4 megabytes
- o fast Federal Express shipping
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These fit into all ST's. We welcome any questions and inquiries (including dealer inquiries). The price is low low low! The bare board is just \$74.95! Wow, ya can't beat that. In fact, that's the lowest price ANYWHERE!! 1 Meg SIMMs are just \$34. But we've got a special for anyone who reads this file (via GENie, CompuServe, or the online magazines - this special WILL NOT be advertised in any ST magazines): \$189.95 for the board and 4 MB SIMM chips + \$7 for Federal Express shipping. This special expires on September 30, 1992, all orders must be postmarked or phoned/fax'ed in by this date.

To order, send us e-mail on GENie to: PMC.INC or to 72567,302 on CompuServe. Or write to us, FAX/call us at 206-747-1519.

STEALTH PMC

Stealth was a telecommunications program with lots of potential. Potential that was unfulfilled due to various bugs and an inadequate manual. Apparently the original programmer kept making promises of updates, bug fixes, and new features; but he never followed through. Stealth just sort of sat there.

That's where Purple Mountain Computers comes into the picture. We saw a great terminal program in Stealth, so we found a talented programming team complete with a top-notch coder and beta testers. In a matter of days we had a new totally working version. Our plans for Stealth PMC are to place it on the cutting edge of innovative design. The first stage of that renovation is complete, we are now proud to announce the release of Stealth PMC version 1.3!

All known bugs have been squashed. A manual, re-written from scratch, is included on disk (which saves trees for the environment and money for the users). And all this is entirely free to all previous Stealth owners.

Incredible? We think so. We're not making a single penny off the upgrade! In fact, it's costing us big time to support the previous owners of Stealth.

Why are we doing this, is there a catch? Not at all. We've been supporting ST users for 6 years, and we felt that we were in a position to help a lot of users. We think that after you see how solid Stealth PMC is, you'll support us in return by using Stealth PMC and purchasing future upgrades which will contain YOUR suggestions. That's right, the future of Stealth PMC is now in your hands. Try it out. It works, and it works great.

So if you've put Stealth in a dark place and forgotten about it, find it and upgrade. We know there are other terminal programs out there, and new ones coming out. Programs are like everything else, the more choices users have, the easier it will be for them to pick the one that is best for them. Give Stealth PMC a try, you don't have anything to lose, we hope you find it to be the perfect terminal program for you.

The Stealth PMC ver. 1.3 upgrade is FREE free Free! Here's what you get...

New features:

- o resolution independent (works on all TT resolutions)
- o registration manual check is gone, to register, just enter your name
- o new manual on disk (we're environmentally conscious)
discover features you never knew Stealth had!

Important fixes/code enhancements:

Fixed	Comments
Tightened code	Eliminated unused code (some code left-over from development and some from ver. 1.0)
Memory allocation	No more bombs on Zmodem and external programs
Some of the Script	Tracked down a few of the script bugs
Auto Record occasionally	Seems to be working properly now, requires some editing of the script to do as you want or expected
Optimized source code	Have tightened up some of the existing code to get a little more speed in some areas
Memory problem time,	Found a memory problem with Mega STE TOS 2.06 It didn't want to restore memory all the seemed to only be on Mega STE 4's...
Internal editor	Works properly as far as saving edited text and restoring of buffer space. Also, status

now returns proper system memory. TT medium
resolution has been cosmetically fixed.

Stealth PMC has been tested on the following systems: Atari ST, STe,
Mega2 STe, and TT (4 mb TT RAM / 2 mb ST RAM)

Upgrading:

If via e-mail, send us e-mail to PMC.INC (on GENie); include your
Stealth registration number.

If via mail, send in your original Stealth disk, include your serial
number (and registration card if you haven't already sent it in; we can't
process unregistered owners), and include 75 cents in stamps (or cash) for
return postage.

Purple Mountain Computers, Inc.
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
206.747.1519

Don't forget about our other products:

- o Gemulator
- o Stealth PMC
- o recycleWARE
- o Xtra-RAM ST Deluxe
- o Calamus Font Guide

> STReport CONFIDENTIAL "Rumors Tidbits Predictions Observations Tips"
"*****"

- Baltimore, MD

OPUS B _NEEDS_ YOU!

Hello all of you out there in Atari-land! I am working with a
non-profit group here in Baltimore called OPUS B Inc. The organization
sponsors various events and sub-groups. Our main project right now is a
computer center for inner city kids in downtown Baltimore. The main focus
is graphics on Amigas, but with only a little convincing from me, I showed
the director that Atari was the answer for MIDI, DTP, and some other fine
efforts. We need donations. We need hardware to get more kids doing fun
productive educational stuff. We need software. Do you have any you are
not using? Consider a donation. As the organization is non-profit, any
donation is tax deductible. Address mail to:

OPUS B.
c/o Edward C Edelenbos
4017 parkside Drive
Baltimore, Md 21206

- San Francisco, CA

MAJOR WEST COAST DEVELOPER UNDER SCRUTINY

According to our highly confidential and reliable sources, a major west coast developer may be under investigation by the authorities. Its further reported that according to our reporter's sources, the alleged investigation involves missing imported merchandise, a local dealer's involvement and other improprieties allegedly concerning consigned and/or loaned computer and printing equipment. Additionally, its reported the dollar amounts are alleged to be close to thirty thousand and are possibly expected to climb significantly as a result of the investigation.

STReport's "EDITORIAL CARTOON"

> A "Quotable Quote"

"THE SUPREME VOTE SPLITTER/WASTER!"

"PEROT NATIONAL PAINT PRODUCTS
high quality, widely publicized and...

IT NEVER RUNS!"

... BushWhackers Anonymous

> ABCO SPECIALS! STR InfoFile

* NEW 1992 Prices! MORE Products! *

** EFFECTIVE IMMEDIATELY! **

NOTICE: ABCO will BEAT OR MATCH * ANY *

Advertised or Invoiced price * WE WILL NOT BE UNDERSOLD!

ABCO COMPUTER CONSULTANTS

=====

P.O. Box 6672 Jacksonville, Florida 32236-6672
Est. 1985

Voice: 904-783-3319 10 AM - 4 PM EDT
BBS: 904-786-4176 12-24-96 HST
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HARD DISK SYSTEMS TO FIT EVERY BUDGET

All systems are complete and ready to use, included at NO EXTRA COST
are clock/calendar and cooling blower(s).

-ALL ABCO HARD DISK SYSTEMS ARE FULLY EXPANDABLE-
(you are NOT limited to two drives)
- Available for all Platforms -

-* ICD LINK & ADSCSI PLUS HOST ADAPTERS USED EXCLUSIVELY *-
WE PAY SHIPPING & INSURANCE!!! >UPS!<
(Cont. USA)

VISA - MASTERCARD - NO SURCHARGE!

*** NEW!!! ULTRA MODERN "SUPER STYLE" ABCOFILE CASE ***
DELUXE 2 bay Cabinet W/65w Auto PS & Blower \$119.00
Case & ICD LINK or ADSCSI PLUS Host [Hard Disk Ready] \$259.95

Model	Description	Autopark	Price
SGN4951	51Mb 3.5"	Y	419.00
SQN1096	83mb 3.5"	Y	519.00
SQN2055	120mb 3.5"	Y	574.95
SQN1296	213mb 3.5"	Y	839.00
SQN4055	340mb 3.5"	Y	1310.00

=====

Standard, Dual Mech Shoebox Cabinet style is also available

MODERN TOWER CABINETS AVAILABLE Call for Info!
PLEASE NOTE: The above is partial listing only!
Many other configurations available.
20mb - 3.5gb

NOTICE - NOTICE - NOTICE - NOTICE

SPECIAL PURCHASE! * 83mb - 1345mb * Hard Disk Mechanisms
Call for SUPER PRICING!! Limited Time Only!!

FULLY ASSEMBLED SCSI DRIVES - ICD LINK Available
ADD \$35.00 for 4 BAY SUPER CABINET w/250+w PS
EXOTIC TOWER CABINETS AVAILABLE Call for Info!
PLEASE NOTE: The above is partial listing only!

FAST TECHNOLOGY ACCELERATOR UPGRADES AVAILABLE & INSTALLED

>> ABCO proudly offers ATARI PRODUCTS <<
Call for ABCO's * HIGHLY COMPETITIVE PRICING! *
ATARI COMPUTERS * STILL THE BEST VALUE!

Original Atari Mouse replacement: \$35.00 NEW!

If you don't see what you want listed here, call us.
Odds are, we either have it or, can get it for you!
* GUARANTEED * AT THE BEST POSSIBLE PRICE! *

** 800-562-4037 **
"WE SERVICE WHAT WE SELL"
***** SPECIAL - SPECIAL *****

* SYQUEST 44MB (#555) >> ABCOFILE "44" & "88" *
* REMOVABLE MEDIA DRIVES *

--->> LIMITED TIME SPECIAL! NOW ONLY 44MB \$ 559.00 <<---
88MB \$ 659.00

WE PAY SHIPPING & INSURANCE! >UPS!<
(Cont. USA)
COMPLETELY ASSEMBLED AND READY TO RUN!
Cart and Utility Software Included!

44mb CARTS:	\$ 69.50
88mb CARTS:	\$ 109.50
44mb MECH ONLY:	\$ 339.95
88mb MECH ONLY:	\$ 439.95

***** SPECIAL - SPECIAL *****

* TWIN SYQUEST 44MB REMOVABLE MEDIA DRIVES ... PROGRAMMER'S DELIGHT *
SPECIALLY PRICED ** \$895.95.00 **
Includes: * TWO * cartridges!

* SYQUEST 44MB REMOVABLE MEDIA DRIVE AND HARD DRIVE COMBINATIONS *
- Syquest 44 Model [555] and the following hard drives -

** 50mb SQG51S \$759.00 105mb SQG105S \$959.00 **
Or, YOUR choice of Hard Disk Mechanism!

LOWBOY - STANDARD - DUAL BLOWER CABINETS
CUSTOM CONFIGURATIONS AVAILABLE

** ANNOUNCING THE NEW! -> ABCO CD-ROM! **
:Special Introductory offer:
ABCO CD-ROM \$489.95

Listed above are a sampling of the systems available.
Prices also reflect various cabinet/power supply configurations
(over sixty configurations are available, flexibility is unlimited)

* IBM - MSDOS - AMIGA - ATARI - APPLE - MACINTOSH *

ALL UNITS COMPATIBLE WITH --> SUPERCHARGER - AT/PC SPEED - GCR
LARGER units are available - (Custom Configurations)

>> NO REPACKS OR REFURBS USED! <<

- Custom Walnut WOODEN Cabinets - TOWER - AT - XT Cabinets -

Atari SLM 804, SLM 804PCV Laser Toner Kits

Memorex 2108, 5287

Oasys Laserpro 5287, 5308, Express 830, Express Series II

Silver Express, Gold Express

** \$41.95 shipping Included **

Atari SLM 605 Laser Toner Kits

AT&T 593, CAF Laser, DSI Laser, DTP Systems, Epson EPL-6000

Facit P6060, Fontx Syslaser, Harris3M 2006, M-Tally MT905

Microtek Turbo PS, OAS Laserpro Executive, Packard Bell 9500

TEC LB 1305, Toshiba PageLaser 6

** \$41.95 shipping included **

(TWO Toner Carts Incl.)

Panasonic Laser Toner Kits

Panasonic KX -P 400 series, Panafax UF-750 Facsimile

** \$41.95 shipping included **

-- ALL TONER KITS * IN STOCK * --

* Toner Starter Kits-\$62.95 *

* Replacement (804) Drums-\$186.95 *

ABCO is PROUD to announce the acquisition of
the exclusive U.S.A. distribution rights for

** Bitblit Software's ///Turbo Board BBS. **

This fine Atari ST BBS system software and
user support is available through ABCO to all
Turbo customers in the USA. Call for current
pricing.

>> MANY other ATARI related products STOCKED <<

ALL POWER SUPPLIES UL APPROVED

-* 12 month FULL Guarantee *-

(A FULL YEAR of COVERAGE)

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DEALERS and DISTRIBUTORS WANTED!

please, call for details

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Customer Orders ONLY Customer Service

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Tues thru Sat

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